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AUTHORIZED
COMBAT GUIDE

BradyGAMES

WING COMMANDER[®] III

BONUS
Full-color
Guide
to the
Interactive
Movie!

WINNING TACTICS FOR PC CD-ROM & 3DO!

Welcome to the World of Wing Commander® III!

Take charge of the best pilots in the Terran Confederation and take wing against the best the Kilrathi can offer. Whether you're an old veteran of the Wing Commander universe or wet behind the ears, it should be easy to see that this game reaches a whole new level of excellence.

This book is your tactical reference to Wing Commander III. It is not, however, just a series of charts and dry information. Further in you'll find detailed information on flight controls, weapons, tactics, role-playing, and detailed mission specs that integrate strategy for combat and role-playing.



by Blaine Pardoe

The beginning is a grim one indeed.

The carrier *TCS Concordia*, your home and the home of so many others, has turned into a funeral pyre and coffin. The war is far from over.



Your love, Angel, led a daring mission to Kilrah itself, and disappeared.

You can only assume that she and the rest of her team have been captured by the Kilrathi.

Their fates—like the fates of so many that have fallen in the fight against the Kilrathi Empire, are unknown.



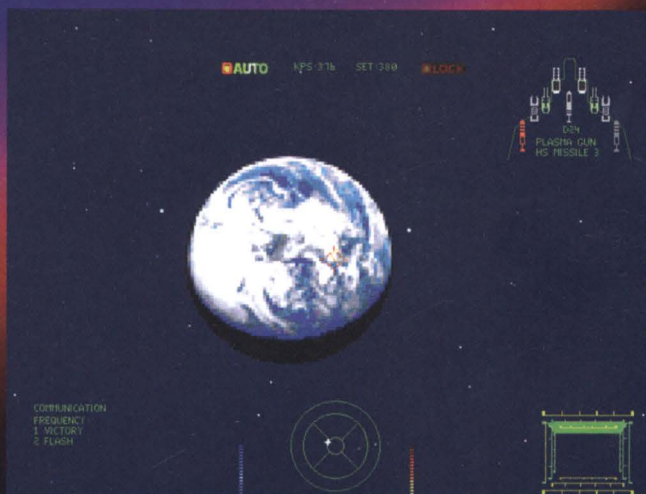
Admiral Tolwyn, the man that once blamed you for the destruction of the *TCS Tiger Claw*, has posted you to the oldest carrier in the service of the Confederation Navy—the *Victory*, dubbed "Tin Can Sally" in hushed whispers.

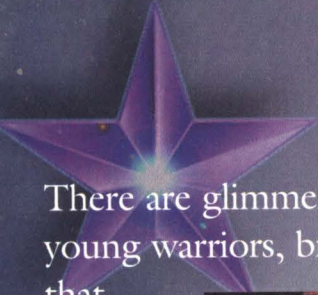


The *Victory's* an old ship with a proud history but a far cry from the *Concordia* or the *Tiger Claw*. It is now your home and you are once again a Wing Commander. Hobbes, the Kilrathi deserter from what seems like lifetimes ago, is once again ready to fight at your side. It is a small condolence for the losses you have witnessed.



Your missions are along the front, serving in the defense of the Confederation. Those worlds that the Kilrathi cannot take they attempt to destroy. Those outposts that resist defiantly are the targets of continual assault.





There are glimmers of hope. You meet young warriors, bringing new fighters that

stand a chance of taking the fight back to the Kilrathi.

Perhaps, somehow, there is still a chance for victory.



There are those who refuse to trust blindly as you have. Perhaps they know best. They

have been raised in the shadow of the war.



You are the Wing Commander. You are the one who selects who flies where on almost every mission. When you select your wingman, you may be choosing who lives and who dies. It's not a decision you make lightly.



Sadly you sometimes have to bend the rules to get the job done. You keep your eyes and ears open, and when opportunity knocks, well, you let it in.



This time, it's the chance to fly a prototype fighter in defense of the *Victory*.

The Excalibur flew like a dream, but its designated pilot, the hotshot

Flash, wasn't particularly pleased to find someone else at the controls. He challenges you to a duel in the sims to see who really is the better pilot.





War is tough on everyone—but it affects people in different ways. When

Flint sees the cats invading her home system, she flies off on a private vendetta. As her friend and commanding officer, it's your responsibility to bring her back alive.

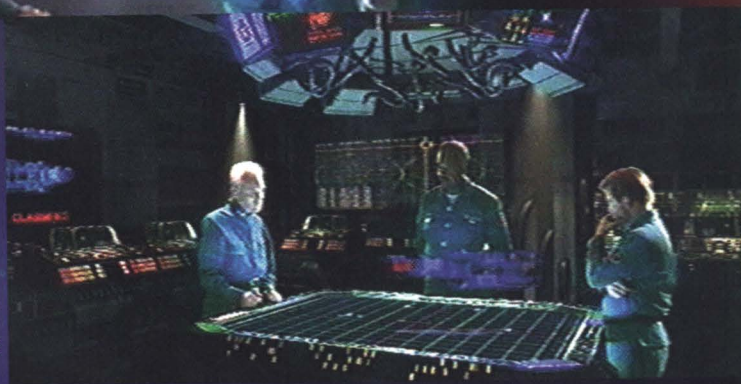


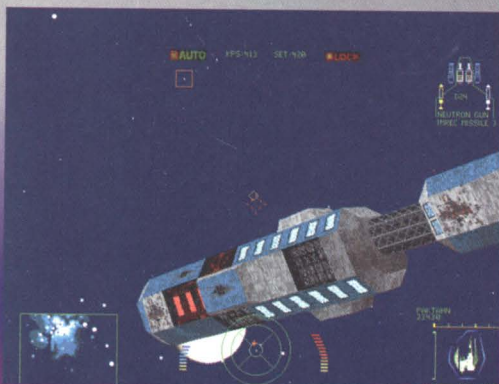
Suspensions rise about traitors in the ranks. Some are willing to point their

fingers at easy targets, and your old friend Hobbes is the easiest of all.



The return of Admiral Tolwyn brings with it a hope for a quick and decisive blow to your foe. The *Behemoth*, a weapon of unparalleled power, capable of destroying a planet, has been forged on the technological anvil of the Confederation. You escort the weapon into Kilrathi space.






The *Behemoth* is tested and works! The end is near for the war that has ravaged your life.

As the Wing Commander, one of your saddest duties is presiding over a wingman's funeral. It's something you've had to do with unfortunate frequency. It's Eisen, though, who must clean out the dead wingman's locker and write a letter home.





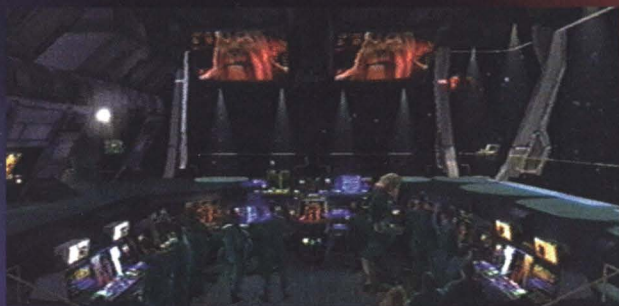
Then disaster falls.
The Kilrathi swarm
the *Behemoth* and
destroy it. Dashed in
one fiery explosion is
your hope for a quick
end to the conflict.



But that is not all. Hobbes, your close friend, turns out to be a traitor. His desertion cuts deeper than any knife or laser shot.



Then, as
if that
was not
enough,
Prince
Trakhath



appears and the fate of Angel is revealed. In the Kilrathi eyes she died like a Warrior of the Clans. In your eyes, her death was painful and tortuous.



Most men would have crumbled, physically and emotionally. But you prevail. Then Paladin, your old comrade, returns. All has not been lost with the destruction of the *Behemoth*.

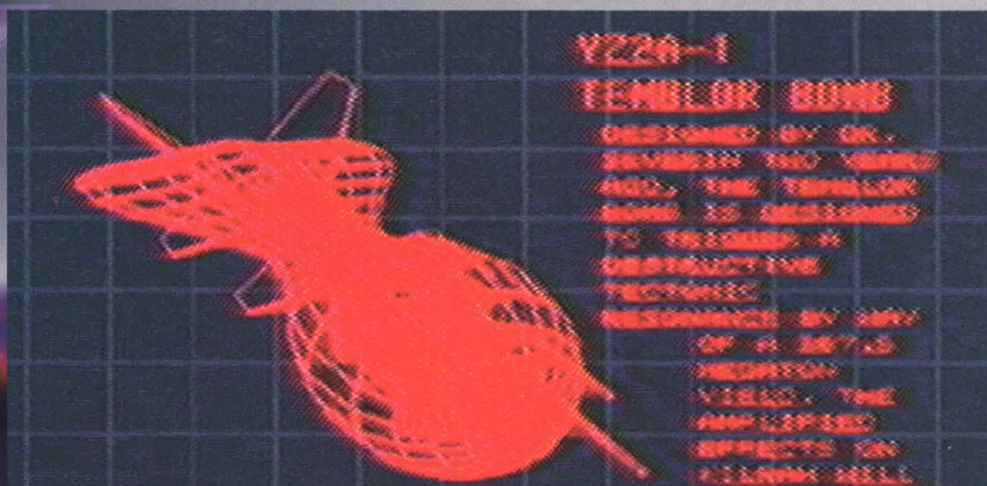
Paladin tells you of a man named Doctor Severin who has



designed a bomb that can destroy entire planets. If the bomb were used against the planet Kilrah, the Kiltrathi Empire would be

brought to its knees. The only problem is that the good Doctor has to be rescued from Kiltrathi hands.





Dr. Severin's rescue brings hope. A Temblor Bomb, or T-Bomb is built. You test it with stunning success. Now you need to deliver it to Kilrah.

This last mission, the dropping of the T-Bomb on Kilrah, has an unsettling effect on you. Fail, and the war is lost and mankind is enslaved. Succeed, and the war will be over once and for all.

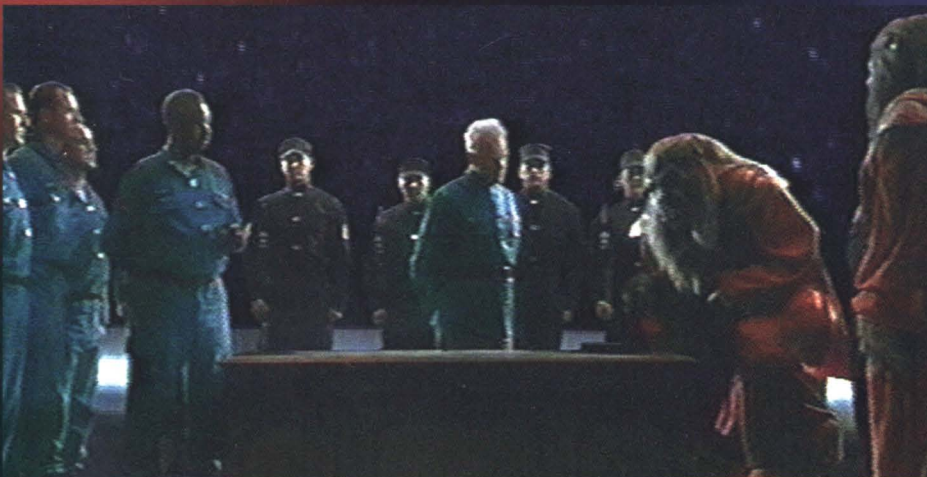


You penetrate the defenses of Kilrah and drop the massive weapon. Its effect is stunning beyond description.

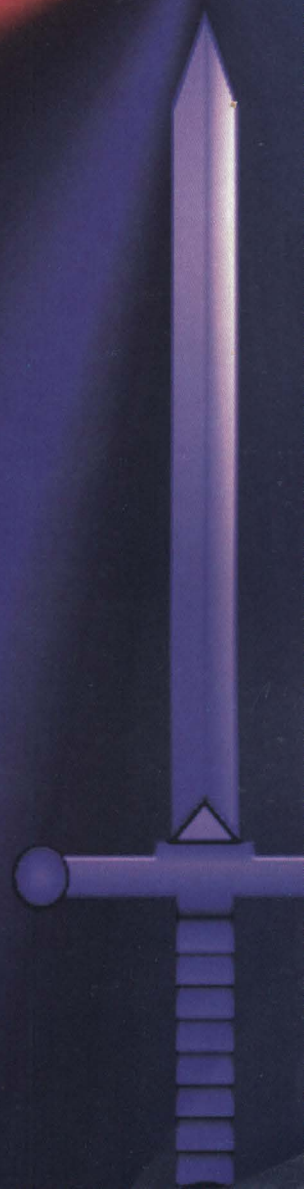


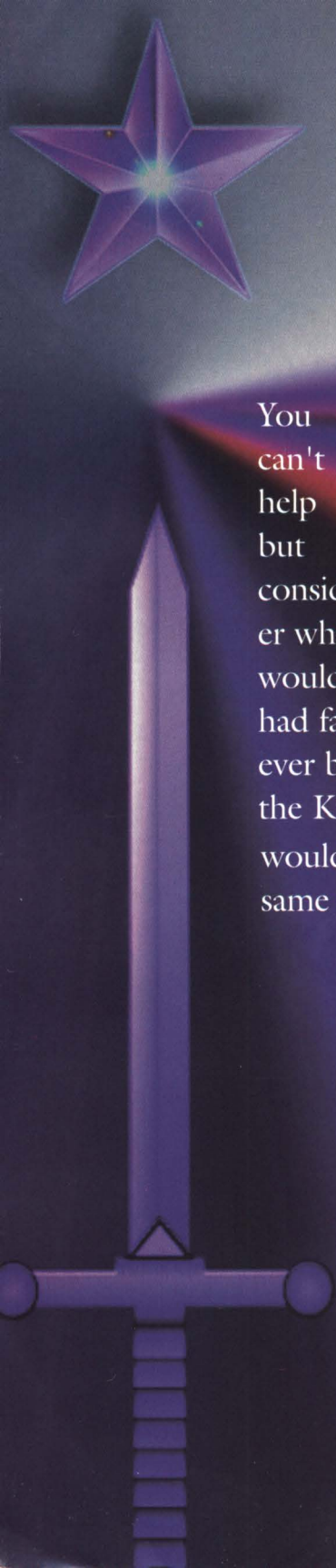
Captured by the surviving Kilrathi, you are shocked that they do not kill you. The Kilrathi opt to preserve their race, rather than press the war further. They surrender to you.

At last there will be peace.



And you can return home, a hero who deserves his rest.





You can't help but consider what would happen if you had failed. If you had ever been captured by the Kilrathi, you would've suffered the same fate as Angel.

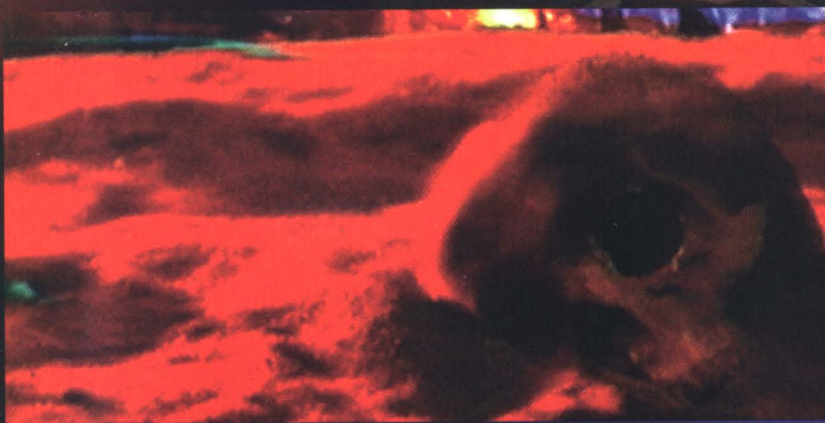



You had only one shot with that Temblor bomb. If you hadn't made it to Kilrah, or had somehow missed the dropsight, Earth would have been doomed. You would have gone down fighting, taking as many of the Kilrathi with them as you could.



But the Kilrathi would have won, subjugating Earth and the Terran confederation.

Mankind would have lived on only as slaves within the Kilrathi war machine. Any and all who continued to resist would have been wiped out.





Mark Hamill stars as the long suffering Colonel Blair, the central character in *Wing Commander III*. Best known to most of us as Luke Skywalker, Hamill can currently be heard as the voice of the Joker in the *Batman* animated television series and the full length animated feature "*Mask of the Phantasm*." Hamill has been very active in film, television, and Broadway over the last few years, and looked on *WCIII* as a

unique new acting challenge. To him, it represents the ground level of a whole new kind of theatre. Says Hamill: "There are so many eventualities in the script that making this is a whole new ball game. I have the feeling that I may look back in 50 years and say 'Hey, I was in at the beginning of the phenomenon,' just like actors at the end of the silent film era might have felt when they began doing talking pictures."

John Rhys-Davies agrees with Mark Hamill that CD-ROM is at the forefront of a whole new kind of medium. Rhys-Davies may be most recognizable as Sallah from the *Indiana Jones* movies, but his acting credits far from stop there. He currently appears in "*The Untouchables*" TV series, hosts "*Archeology*" on The Discovery Channel, and has appeared in various movies, TV series, miniseries,



Photo courtesy of Michael Kubeisy

Mark Hamill relaxes before the day's shoot.

and numerous Shakespearean productions. Rhys-Davies feels that the kind of production used in WCIII will develop as an art as it continues to be refined.

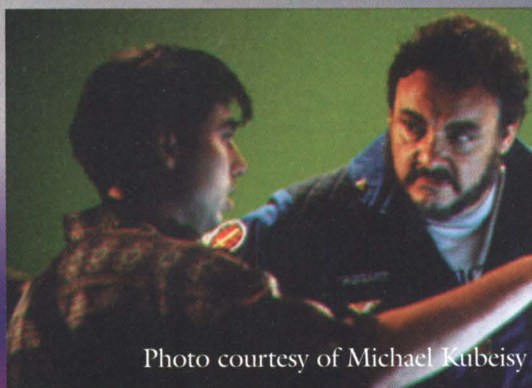


Photo courtesy of Michael Kubeisy

John Rhys-Davies confers with Director/Creator Chris Roberts.

Although young, **Chris Roberts** is no newcomer to the computer gaming industry. He sold his first game at age 13, and he soon authored a string of hits. A true pioneer in the gaming industry, Roberts has been upping the stakes with each Wing Commander Game. "In the past," says Roberts, "when I created the first two 'Wing Commander' games, I tried to be as cinematic as possible, but the technology held me back. We couldn't have live action characters or footage, so what we had was basically similar to animated cartoons. But with CD-ROM, I can shoot live actors and play them back." In addition to creating WCIII, Roberts directed it. He doesn't plan to stop. He'd love to shoot a feature film along with the production of Wing Commander IV. And he wouldn't mind having an even bigger budget.

Malcolm McDowell

appears as Admiral Tolwyn, a far from ardent supporter of Colonel Blair. Tolwyn once accused Blair of treason and sabotage, and, though Blair's name was fully cleared, hasn't warmed to the Colonel. It's Tolwyn who assigns Blair to the oldest ship in the fleet. McDowell has many film credits, including the recent "Star Trek Generations," "A Clockwork Orange,"

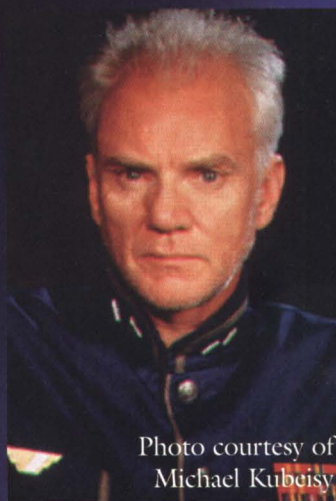


Photo courtesy of Michael Kubeisy

"Time After Time," and numerous others. His acting career includes two

years with the Royal Shakespeare Company and many years of theatre work.

**Jennifer
Macdonald**

appears as
one of
Blair's
Wingmen,



Flint, an accomplished pilot and possible love interest. Macdonald is a stuntwoman as well as an actress, and holds a purple belt in Tae Kwon Do. She has acted in several movies and television shows (including Fox's "The Adventures of Brisco County, Jr." and HBO's "Dream On") as well as numerous stage productions.

Jason Bernard

probably most familiar to us as one of the stars of Fox's "Herman's Head"—then again, if you flip through

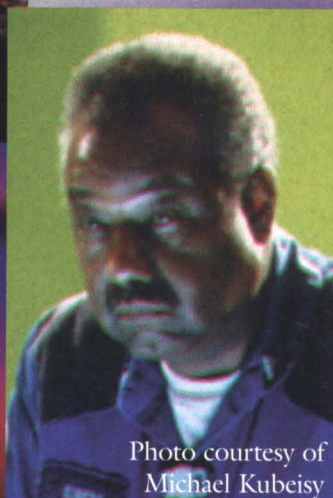


Photo courtesy of
Michael Kubeisy

the channels, you're bound to see him elsewhere. He's shown up in many episodes of various highly rated TV shows, mini-series, and movies of the week. As Captain Eisen he plays the gruff but likable commander of the oldest ship in the fleet, the *TCS Victory*.

Ginger Lynn Allen plays Rachel, the chief mechanic aboard the *Victory*. She found it disorienting to act in front of the matte screens necessary for WCIII's effects. None of those spaceships or controls she appears to be working with during the game were even partially there. Allen co-starred in "Young Guns II" and has recently starred in several other releases, including "Skin Deep." She has also appeared in "Silk Stalkings" and has a frequent role in "NYPD Blue."



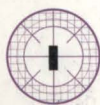
Photo courtesy of
Michael Kubeisy

*Ginger Lynn Allen
(Rachel) confers with
Mark Hamill*

TABLE OF CONTENTS



1 THE WING COMMANDER III STORY	1
Using This Book	2
Combat and Role-Playing	3
Beginning Players	5
Experienced Players	5
Colonel Hart's Memoirs	5
2 FLIGHT CONTROLS	7
Control Surfaces	7
Typical Flight Sequence	22
Confederation Fighters	23
Weapons Statistics	33
3 WEAPONRY CONTROLS	35
Wingmen	48
4 TACTICS	57
Combat	57
Ship Status	58
Weapons Power	58
The Liftoff Checklist	59
Gunnery Fire	61
Missile Fire	62
Tactical Withdrawal	63
Wingmen	63
Taunting	65
Evading Missiles	65
Shaking the Cats	66
Torpedo Runs	66
Skipper Missiles	68
Decoys	68
Engaging Enemy Fighters	68
Attacking Ground Installations	89
5 3DO STRATEGY	91
Flight Controls	92
Weaponry Controls	101





WING COMMANDER III

6	ROLE-PLAYING.....	105
	How It Works	105
	The Virtual Ship	107
	Effect on Morale	111
	Tips on Role-Playing.....	112
7	THE MISSIONS AND POSSIBLE ENDINGS	113
	<i>WINNING PATH MISSIONS</i>	
	Orsini Sector One	118
	Orsini Sector Two	120
	Orsini Sector Three	122
	Orsini Sector Four	124
	Tamayo Sector One	126
	Tamayo Sector Two	128
	Tamayo Sector Three (Optional).....	130
	Locanda Sector One.....	132
	Locanda Sector Two	134
	Locanda Sector Three (Optional).....	136
	Blackmane Sector One	138
	Blackmane Sector Two	140
	Blackmane Sector Three	142
	Ariel System One	144
	Ariel System Two	146
	Ariel System Three	148
	Caliban Nebula One	150
	Caliban Nebula Two	152
	Caliban Nebula Three	154
	Torgo System One	156
	Torgo System Two	158
	Torgo System Three	160
	Loki VI One	162
	Loki VI Two	164
	Loki VI Three	166



TABLE OF CONTENTS

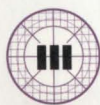


Alcor Sector One	168
Alcor Sector Two	170
Alcor Sector Three	172
Alcor Sector Four	174
Freya Sector One	176
Freya Sector Two	178
Freya Sector Three	180
Hyperion Sector One	182
Hyperion Sector Two	184
Hyperion Sector Three	186
Kilrah One	188
Kilrah System Two	190
Kilrah System Three	192

LOSING PATH MISSIONS

Tamayo Sector One	194
Tamayo Sector Two	196
Tamayo Sector Three (Optional)	198
Blackmane Sector One	200
Blackmane Sector Two	202
Blackmane Sector Three	204
Delius Asteroid Belt One	206
Delius Asteroid Belt Two	208
Delius Asteroid Belt Three	210
Proxima Sector One	212
Proxima Sector Two	214

8 CHEATING ON THE 3DO	217
How to Cheat	217
INDEX	221



About the Author

Blaine was born in Newport News, VA, long before the war with the Kilrathi Empire. He spent the majority of his life living in Michigan. He holds a Bachelors and Masters Degree from Central Michigan University, and, more importantly, is married to an understanding and loving wife Cindy. They have two wonderful children who, Blaine is convinced, are plotting to take over the universe. According to Blaine, "...it's simply a matter of time..."

In his day job Blaine is a Supervising Associate for one of the "Big Six" accounting firms in Washington DC. When not busy making the world safe for accountants and lawyers, he is an accomplished author and novelist (as well as a top ace for the Confederation). He has had over 36 books published, including two upcoming novels to be released in 1995 and two other game source and reference books for Brady Publishing.

As hard to believe as it may be, Brady pays Blaine money to play games like Wing Commander III. All he has to do is write about them. He lives in constant fear that someone will figure out just how much real fun he is having and put an end to it. Until then, he will keep on writing.

Acknowledgements

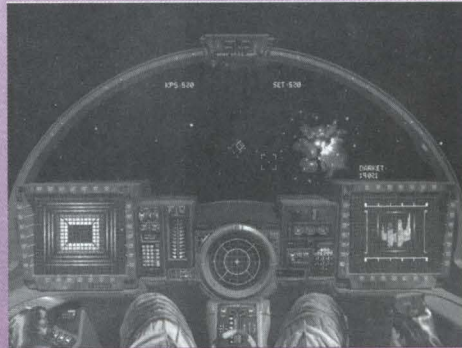
Special thanks to Debbie McBride who knows all of the right things to say to a writer ("You're pretty good at this..." and "...the check is on its way!"). Seriously, she is a great mentor and friend. David Ladyman at Origin was a help in the early stages of this book. A special thanks also to Tuesday Frase, Sean Mustakas, and Rob Irving for their infinite patience. Also thanks to Leigh Davis and the whole crew at Brady, who make my words look so great in print.

Dedication

To my partner in crime, Dan. And to one of the last bastions of independent male testosterone in the Western Hemisphere: my neighbor Greg. Hey guys—Killer-Cats. Babes. Fighters. Battles. Kilrah—Explosion. Cool...

I

THE WING COMMANDER III STORY



The war between the Kilrathi Empire and the Confederation has raged for 35 years and the tide is finally turning—against mankind and your way of life! The Kilrathi Empire is pressing on Terra, and if they win, mankind will live as slaves within the great Kilrathi war machine. Your foes know you well, calling you “The Heart of the Tiger.” You are Christopher Blair, Colonel, hero, warrior, lover, Wing Commander extraordinaire. And, in this hour of need, you are the Confederation’s last hope.

You began as a lowly Lieutenant what seemed like a lifetime ago. In your career you have taken on the best enemy pilots that the Kilrathi Empire had to offer. Not all went as you hoped. Several years ago, your carrier, the *Tiger’s Claw*, was blasted apart and you were framed as the responsible party. You cleared your name, but then came the loss of the *TCS Concordia*, another prized carrier that perished before your eyes—with all hands.

Now you must carry on the fight in this desparate hour. The odds are against you—but that’s never stopped you in the past!





The end of the Kilrathi Empire?

Using This Book

This book is designed to provide you with the tips, skills, techniques, and advice that can allow you to survive the horrific war against the Kilrathi Empire.

Note: This book is designed for both beginners and experienced Wing Commanders. While new players to the Wing Commander series will want to read every section in detail, special designations (icons) have been placed in the book so that experienced players only have to check out the major changes before leaping into battle.



Veteran Player Information

The introduction includes an overview of the game and some of the basic principles of Wing Commander III.

Chapter 2, Chapter 3, and Chapter 4 deal with the combat portion of Wing Commander III. The tactics in these chapters provide the reader with insights for using the sophisticated controls and weaponry available in the Confederation's best space fighters. The controls themselves are discussed first, then advice on their best use is supplied. Tips that are new to Wing Commander III are denoted in this section so that experienced players can hop into the cockpit quickly and get into the heat of battle.

Chapter 5 discusses the 3DO Version of Wing Commander III—the basics to both flight and weaponry controls as well as some useful information about using the rest of the book.



THE WING COMMANDER III STORY

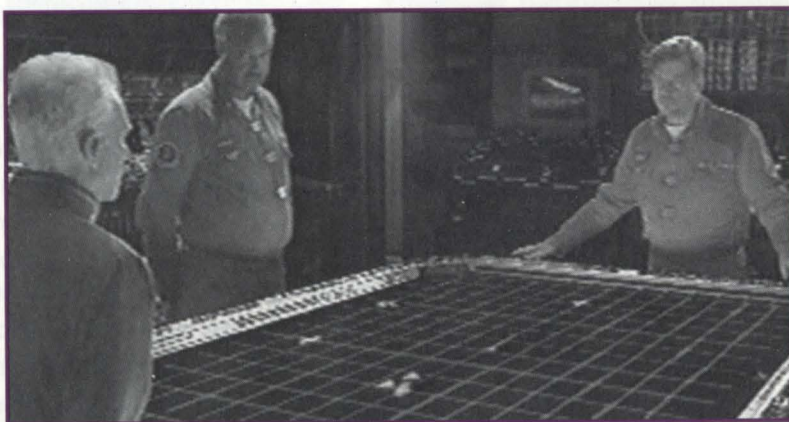


Chapter 6 discusses the role-playing portions of the game. You'll find early on that your performance *outside* of the cockpit is just as influential as your performance inside. This section helps you understand the implications of your decisions, as well as describing some of the impact of your choices.

Chapter 7 covers the actual missions themselves. An overall mission map is provided at the start of this section. A detailed description of each mission follows. You'll be told which enemy you'll face, where you'll fight them, and what to do to beat them.

Finally, Chapter 8 features everything you need to know to cheat on the 3DO version of Wing Commander III.

Combat and Role-Playing



The Admiral visits Tin Can Sally.

Wing Commander is more than just a combat game; it's a fully interactive movie. You assume the role of Colonel Christopher Blair, veteran of the Kilrathi war (as well as the previous missions and games in the series). The game itself consists of two key elements: role-playing and ship-to-ship combat.

The role-playing section of the game involves having discussions with the rest of the crew posted aboard your ship, the aged carrier *TCS Victory*. Some discussions provide you with hints, tips, and advice that can assist you in your game play. Others are entertaining. Finally, some of the role-playing elements require you to make choices for Colonel Blair. Make no mistake, your decisions have a direct impact on the missions you fly, the success you have in the game overall, and the difference between life and death.

During the combat portion of the game, Christopher Blair (you) leads his wingmen into battle against the Kilrathi. While this is the heart and core of Wing Commander III, it too is intertwined





CHAPTER 1

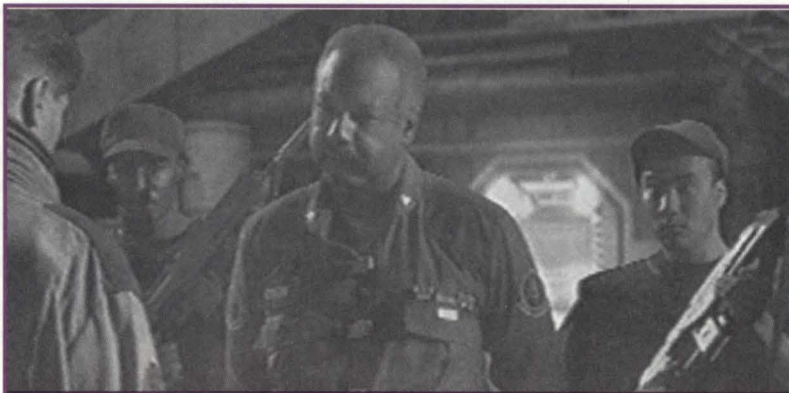
with the role-playing portion. And you can, through your orders and communications and decisions in the cockpit, sway the ebb and flow of the game overall.

This intermix between the two sections forces you to be good at both types of play if you hope to survive the Kilrathi hordes. You'll begin your missions on the *TCS Victory* heavily involved in the role-playing elements of the game. When the time is right, you pivot into the combat portion of *Wing Commander III* and take wing.



Blast into action with the Excalibur.

In essence, you are guiding and controlling a fast-paced action adventure movie set in the far future. You determine the actions of your character, which in turn influences the plot. While there are obvious limitations to this, *Wing Commander III* allows you to step into the role of director and screenwriter in a way that other games simply cannot. Every choice Colonel Christopher Blair makes, every mission he flies, can influence the outcome of the war.



Colonel Blair faces a court martial.

THE WING COMMANDER III STORY



The game itself has two large-scale outcomes. One is victory, the utter defeat of the Kilrathi Empire. The other, much less appealing, is the crushing defeat of mankind. Your choices and flying skill help determine which way the game will turn out.

Beginning Players

If this is your first venture into the Wing Commander universe, don't panic. This book is an excellent guide to get you through what can seem like a confusing array of features and functions. If you're a beginner, make sure that you read each section so that you fully understand the concepts that come into play when you take the fight to the Kilrathi.



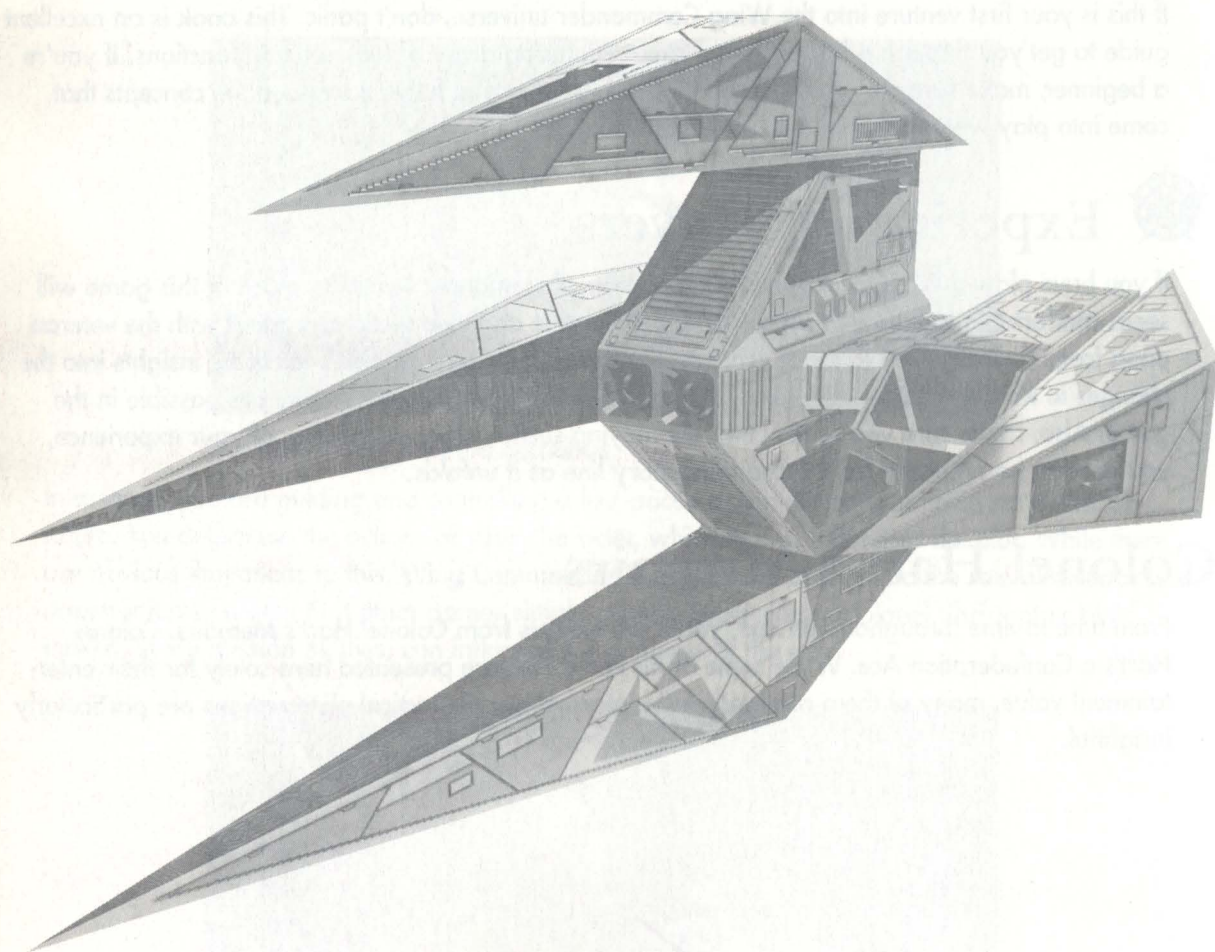
Experienced Players

If you have played Wing Commander I, II, or Wing Commander Armada, much of this game will seem comfortable and familiar. You should concentrate on those sections marked with the veteran pilots icon. You will want to concentrate on the tactics section of the book for some insights into the changes in Kilrathi fighter tactics as well as some of the new capabilities that are possible in the game. Also, make sure you review the role-playing section since, regardless of your experience, you need to be prepared for the changing story line as it unfolds.

Colonel Hart's Memoirs

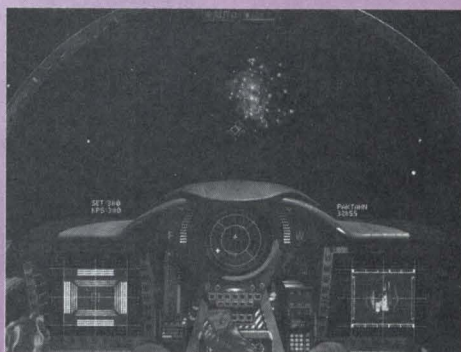
From time to time throughout the text, you'll see excerpts from Colonel Hart's Memoirs. Colonel Hart's a Confederation Ace. While some of his comments are presented here solely for their entertainment value, many of them contain helpful information. His tactical observations are particularly insightful.





2

FLIGHT CONTROLS



Flying skill in Wing Commander is just as important as weaponry skills. Controlling your fighter in the middle of a battle is key to your success in the game. The following are the controls used in flight as well as some applications where they apply. The options shown for each control cover the keyboard, mouse, and joystick conventions.

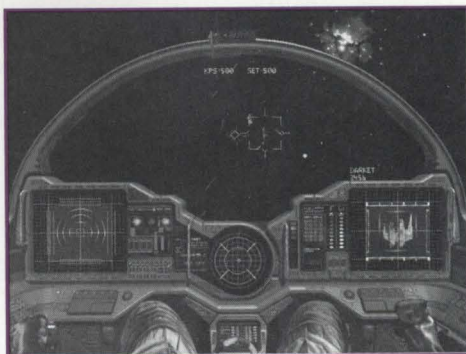
Control Surfaces

Although each cockpit is laid out differently in the game, all have the same basic operating gauges and controls, much the same way that every automobile dashboard is slightly different in layout.

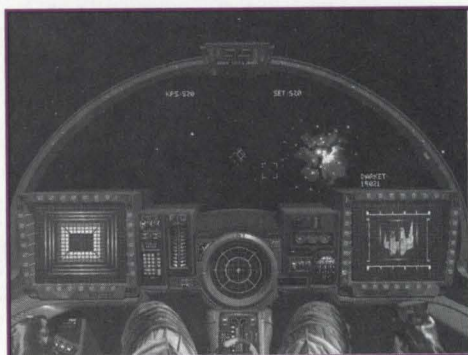




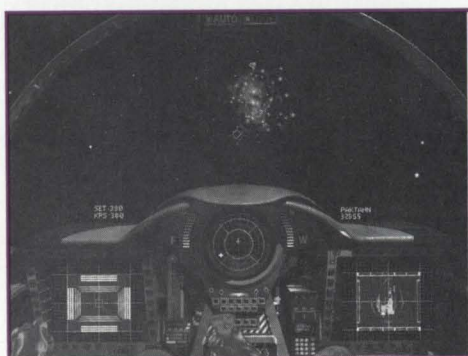
CHAPTER 2



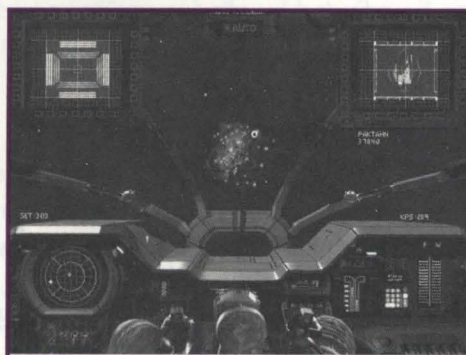
The Excalibur.



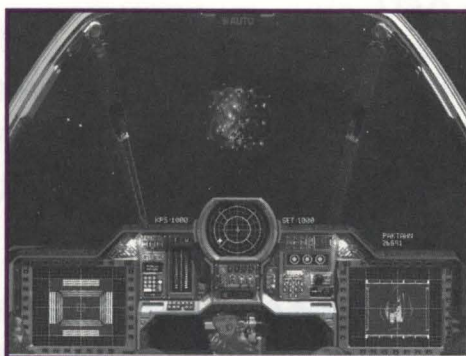
The Arrow.



The Hellcat V.



The Longbow.



The Thunderbolt VII.

From the cockpit you can manipulate, fly, and engage your fighter in combat. The following section breaks these options down so that you can access the appropriate keys without paging through the entire book to find the right keystroke combination. Weapons locking and targeting are covered under the Combat Weapons Controls.

Left Video Display Unit

Display Shields and Armor (S Key)

This shows the current shields (outer ring) and armor (internal ring). Shields can regenerate if your shield generator is not damaged. Armor cannot be replaced. To suffer internal damage, your armor must be breached on one of your sides.





CHAPTER 2

Shields strength/resistance can be adjusted by altering your power distribution. See Power Distribution following.

Display Weapons Load (W Key)

This shows your remaining missiles and weapons that are still on line. If you are running with full guns, this is also indicated. Your current active missiles and guns are shown more brightly. This is very important, especially when you are trying to make sure you are mounting the right missile weapon (or torpedo) for a mission (changed by pressing the M Key). Your active guns can be changed to full by pressing the F Key or can be individually changed by pressing the G Key as a toggle).

Communications (C Key)

Pressing C gives you access to any and all nearby pilots to establish communications. These are displayed as numerical menu picks. If no one is in communications range "No Receivers" appears. You can press the ESC key to cancel communications.

Note: Some communications can also be activated using the quick-keys method as well as indicated in the Communications section following.

Display Current Damage (D Key)

Pressing D once shows you the status of any damaged systems. Pressing D again provides you with a visual display of your fighter showing any damaged areas as yellow (light damage) and red (heavy damage). A brown color indicates that the highlighted system is currently being repaired by the damage control/repair system.

Each fighter is equipped with an automatic repair system. By adjusting the power levels on your fighter, you can allocate more power to damage control that allows your fighter to repair systems faster. See the following Power Distribution section.

Oftentimes your ship will be suffering from a wide range of damage. Use the] key to cycle through the damaged systems. You can highlight the damaged systems, setting the priority for what gets repaired first.

View Rear (CTRL + F4)

This allows you to quickly check your aft quarter to see if any Kilrathi are closing in. This system can also be used to fire the rear guns on specific fighters equipped with a rear turret. (See Combat Controls for more details.) Pressing F4 gives you a full-screen rear view.



Power Distribution (P Key)

The P Key allows you to pull up your current power distribution levels. This is covered in the Power Distribution section.

<u>Function</u>	<u>Key(s)</u>
Display Shields And Armor	S
Display Weapons Load	W
Communications	C
Display Current Damage	D
View Rear	CTRL + F4

Right Video Display Unit

When a ship is targeted by your gun sights, it is displayed both graphically (profile) and by identification name. This is useful when you're trying to locate the *TCS Victory* or searching for a transport to achieve an autopilot lock.

Radar Sight

Most good pilots fly primarily by using the radar screen. All of the ships are color coded. Red and orange are enemy fighters and capital ships respectively, and friendly ships are blue.

Ships that you have currently locked your weapons on appear brighter than the others. This allows you to "dog" a Kilrathi fighter, locking onto it and following it until it's destroyed.

Also shown are yellow dots. These are missiles, both friendly and enemy. Watch these and make sure that none are closing in on your fighter. See decoys and evading missiles in the combat tactics section to see how to shake these.

Nav points are displayed as white crosses on the radar screen.

When you fly, you should keep the enemy in the middle of the radar screen because that means they're in front of you. You must also take care to see what fighters, if any, are moving in on the bottom of the screen because these are the ones that are closing in behind you.



CHAPTER 2

Gun Power Gauge

The larger this power gauge, the more power you have to your weapons systems. This affects how quickly you can re-fire, not the amount of damage you do. The recharge time for these can be controlled by adjusting the power on your fighter (see Power Distribution below).

Fuel Level Gauge (Tab Key)

This is how much fuel you have left. This helps determine how many times you use your fuel-gobbling afterburners in a dog-fight with the enemy.

Auto Pilot Light (A Key)

When this light is activated you can engage the autopilot to fly onto the next nav point. If this light is off you either need to lock onto a friendly capital ship (on ship escort missions) or destroy the enemy, or exit the asteroid belt that you are either in or near.

Incoming Missile Lock Indicator

This light is every pilot's nightmare since it indicates an enemy missile is locked onto your fighter.

Current Speed

This tells you how many kilometers per second you are currently flying.

Altimeter

This gauge is only available on the Excalibur Class Fighter. It shows your position (somewhere on the middle of the vertical bar) in relation to the ground (bottom of the bar). On those missions where you'll be flying on ground based attacks/strikes, you can tell how close you are to the ground by using the Altimeter. If you see your position near the bottom of the Altimeter, lift up as soon as possible unless you want to risk plowing your fighter into a mountain, building, or hill.

Power Distribution (P Key)

You can allocate power in your fighter using your Power Distribution Screen. Power can be allocated on the left Video Display Unit between your Engines (E), Weapons (W), Shields (S), and Damage Control/Repair (D). The P Key allows you to toggle between each of these options.



Adjusting these systems is important. On missions where you know you'll be facing overwhelming numbers of enemy ships, you'll need to allocate more power to the Shields and Damage Repair systems. On missions where you'll be taking on capital ships or flying cover for friendly ships, you need to allocate power to Shields and Weapons systems. If you are having problems, (especially punching through an enemy ship's shields), you need to allocate more power to weapons.

You should check your power distribution prior to takeoff so that you are best fit for the kind of mission you're flying. Changing power in combat is tricky but is sometimes necessary to survive. If your fighter is badly damaged you can quickly shift power to Damage Repair (and even Shields), fly away from the battle, repair, reallocate power, and return.

In some situations, for instance, when you're trying to take out an enemy capital ship, you may need to quickly allocate all of your power to your weapons just long enough to punch through the enemy shields. Be sure you reset your power systems after you do this so you don't leave yourself exposed to sudden enemy attack. You can also divert power to shields and weapons when you're taking on those dangerous corvettes and capital ships from the Kilrathi fleet.

The following are the power distribution keys and what their effects are as you toggle through the power settings (the P Key):

<u>Keys</u>	<u>Effect</u>
SHIFT [Reset all systems to the standard 25% distribution
SHIFT]	Increase current power setting to 100% and all others to zero. This is used for emergency repairs: see above.
CTRL]	Lock your current system's power settings in place
[Reduce your power level incrementally by 5%
]	Increase your power level incrementally by 5%

It is important to note that when you're on a mission where you'll face both ground and space targets that your power settings are reset for both the space and ground portions of the game. When you drop down to a planet to strafe it your power setting is *automatically* reset back to the default of all systems at 25%.



Communications

The importance of communications between you and the other ships in the game is vital. You can use the communications function (on the Left Video Display Unit), to perform two basic functions. You can use it to give orders to your wingman. It also allows you to communicate with the TCS Victory (and a Supply Depot in later missions) to request permission to land on the carrier and end the mission.

While the second function is important and is usually the end of every mission you fly, the communications with your wingman are the true strength of this feature. Most commands have a hot key function that allow you to bypass the communications menu on the Left Video Display Unit and issue the command with a simple keystroke. The following are the commands and their impact on combat missions:

Request Status

HOTKEY: ALT + D

(Works with capital ships and wingmen.) The requested ship tells you their combat readiness and damage state. The hotkey function only works on wingmen, not on capital ships.

Help Me Out Here

HOTKEY: ALT + H

Requests your wingman to attack the ship that is currently attacking you. Your wingman will disengage his/her present target and move in at full speed to engage the target that is firing on you. This is most useful to get the enemy to break off an attack if your ship is in peril. You get a "Negative" response if no one is currently attacking your ship.

Attack My Target

HOTKEY: ALT + A

Orders your wingman to attack the ship that you are currently attacking. This is most useful when you are engaging enemy capital ships and want to get assistance to take them out.

Break and Attack

HOTKEY: ALT + B

Orders your wingman into battle. Wingmen, with a few exceptions, will hold off from leaping into combat until you order them to.



Enemy Taunt

Hotkey: ALT + T

This verbal taunt only works on the Kilrathi fighters and almost always forces enemy fighters to break off their current attack and turn on you. This is particularly useful in protecting transports and other capital ships that are under attack.

Return to Base

Hotkey: None

This order tells your wingman to return to the *TCS Victory* or current base. This should be done on those missions where there is no hope for victory or if your wingman is very badly damaged.

Form on My Wing

Hotkey: ALT + F

This orders your wingman to return to formation and fly alongside your ship. It is most useful to keep your wingman nearby, but not engaged in battle. Essentially it is the opposite of the Break and Attack order.

Keep/Lift Radio Silence

Hotkey: (None)

This set of commands is used to control the talking of your wingman. It enables you to kill the combat chatter if you find it distracting while flying your missions.

Increase Speed

Keyboard

+

Mouse

Hold the Right Mouse Button and push the mouse forward

Joystick

Hold Button Number Two and push the joystick forward

This is used to increase your speed. Each fighter has a maximum cruising speed. You cannot exceed that speed unless you apply afterburners. Speed can be reduced due to turning, combat damage, or reallocation of power. If you set your engine power at less than 25% you can't increase speed at all.



Full Speed



Keyboard	\
Mouse	None, must be done via keyboard
Joystick	None, must be done via keyboard

This automatically boosts your fighter to its maximum possible cruising speed.

Afterburners

Keyboard	TAB or TILDE (~)
Mouse	Tap the second joystick button and hold in place
Joystick	Press then hold the right mouse button

Using the Tab key (or using the mouse/joystick buttons as indicated above), you can accelerate your fighter to its maximum thrust, usually far above its cruising speed. The downside to the use of this function is that it burns excessive amounts of fuel in the process. Pilots who ride their afterburners often suffer later on when they need the fuel for little things like getting back to the carrier. For an afterburner burst, hold down on Tab. The tilde key turns afterburners on and off.

Decrease Speed

Keyboard	-
Mouse	Hold the right mouse button and push the mouse backward
Joystick	Hold button number two and push the joystick backward

Using the minus key or the appropriate joystick/mouse control, a Wing Commander can incrementally reduce his fighter's speed.



All Stop/Cut Speed to Zero

Keyboard	BACKSPACE
Mouse	None, must be done via keyboard
Joystick	None, must be done via keyboard

Considered a reckless fighter tactic, you can use the BACKSPACE key to immediately kill your thrust/speed. This key is also used frequently during carrier landings to come to a complete stop. Sometimes this can be used to let hot-tailing enemy fighters fly by.

Note: You need to practice with this tactic since this can backfire if the enemy ships collide with you or close and fire too quickly, overwhelming your shields or armor.

Match Speed of the Target

Keyboard	Y
Mouse	None, must be done via keyboard
Joystick	None, must be done via keyboard



This only applies when you engage fighters and capital ships that are slower than your own fighter. Once on, you move at the same speed as your current target. This allows you to strafe capital ships from the rear and helps prevent fly-bys of Kilrathi fighters in dog-fights.

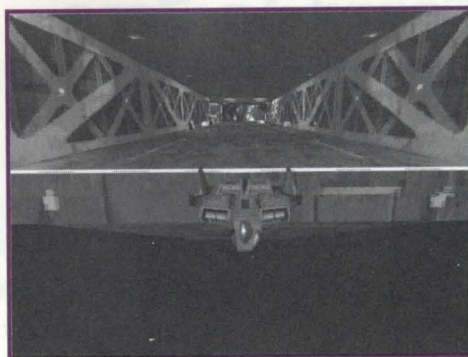
Engage Autopilot

Keyboard	A
Mouse	None, must be done via keyboard
Joystick	None, must be done via keyboard

The Autopilot is one of the most widely used functions in Wing Commander III. It enables you to perform three main functions. One is to automatically take off from the flight deck of the Victory. By pressing "A" you can take off without having to manually fly off of the deck.



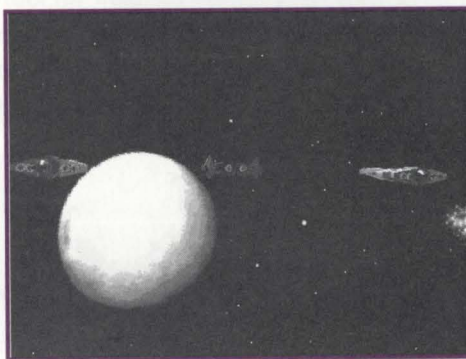
CHAPTER 2



The Excalibur leaves the flight deck.

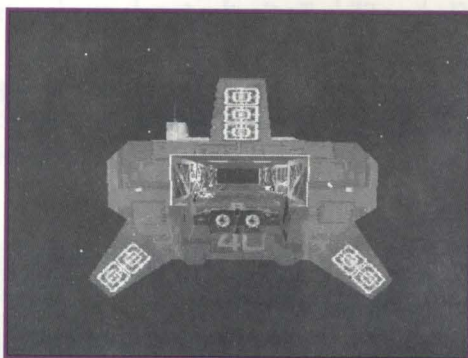
The Autopilot function is also used to fly between nav points. This is possible only when the Autopilot Light is on. On missions where you are escorting vessels, the Autopilot light only activates when you fly close to the ship (or one of the ships) that you are going to escort.

It's important to note that the speed your fighter is flying at when you engage the Autopilot will be the speed that it is flying when the Autopilot disengages. If you are just starting a mission, you may want to fly at maximum speed before you engage the Autopilot function lest you arrive at a nav point moving at a snails' pace, with the Kilrathi swarming all over you.



The last battle?

Finally, after you have been granted clearance to land, you can press the "A" Key to land automatically on the supply base or the carrier.



Landing on Tin Can Sally.



Jump Fighter

Keyboard	J
Mouse	None, must be done via keyboard
Joystick	None, must be done via keyboard

In the later missions of the game, you will have the capability to fly a Jump Engine-equipped Excalibur fighter. This acts like Autopilot except that it allows the fighter to jump between Jump Points (star systems).

Shelton Slide Tactic

Keyboard	Hold the CAPS LOCK Key or toggle the / Key
Mouse	None, must be done via keyboard
Joystick	None, must be done via keyboard

A tactical flying command, the Slide tactic essentially locks the present heading of the fighter in terms of speed and direction, while allowing the pilot to pivot the fighter so that the pilot can strafe the target. In the course of the game this system/tactic is virtually useless against Kilrathi fighters, but is very applicable against capital ships.



CHAPTER 2

Of the two ways to activate the Shelton Slide Tactic, the toggle version using the / Key is most appropriate when you are fighting a capital ship and have taken out most or all of its support fighters. If there's heavy fighter cover for the capital ship it can be confusing to use the toggle version and it is recommended to hold down the CAPS LOCK Key.

Rolling

Keyboard

INSERT (Roll Left), DELETE (Roll Right)

Mouse

Right Mouse Button followed by moving the mouse to the right or left

Joystick

Second Joystick Trigger Button followed by moving the joystick to the right or left

Commonly used in evasion tactics, the roll simply pivots the aircraft on its center, essentially spinning it in place to change its orientation. This is most commonly used with a Shelton Slide tactic or to position a fighter to better take on an enemy, especially large capital ships when getting access to turrets can be tricky. Gentle rolling is also used when flying inside a carrier for landings, or in the case of the Kilrathi, during an attack on the guts of an enemy carrier. Please note that you can't roll in a Longbow.

Camera Controls

You can change your perspective in the game while flying. Many of these have little use but some are extremely useful during missions.

Front View, Invisible Cockpit

Key: F1

Perhaps the most useful camera view, this turns your cockpit into a virtual cockpit, removing all of the obstructing gear and panels. This should always be activated when you are engaged in combat so that you have a wider range of view.

Left View

Key: F2

Allows you to see what is to your immediate left. While not that useful in dog-fights, it helps you find friendly or enemy capital ships.



Right View

Key: F3

Allows you to see what is to your immediate right. While not that useful in dog-fights, it helps you find friendly or enemy capital ships.

Rear View

Key: F4

Useful in combat because it gives you a quick view of what is behind you.

Chase Camera

Key: F5

Changes perspective to that of a chase fighter flying behind your ship. Little application in combat.

Object Camera

Key: F6

Allows you to circle through the surrounding ships' views.



Missile Camera

Key: F8

This is only activated when you have a missile launched. This acts as if you have a camera in the nose of the launched missile. While there is no application for combat, it is often spectacular to watch.

Victim Camera

Key: F9

Changes the perspective to that of your target ship. Little application in combat but can be entertaining to use.

Toggle Track Camera

Key: F10

This allows you to toggle between normal view and that of the camera selection.



CHAPTER 2

Camera Views—Zooming In and Out

You can zoom in and out in the camera mode using the [and] Keys.

Typical Flight Sequence

The following is a typical sequence that a player should consider when flying a mission in Wing Commander. Missions, even those based on the ground, are centered around nav points. These locations in space are reference points that you guide your fighter to in the course of your mission. Depending on the mission, a typical nav point will have friendly, enemy, or both types of ships there.



Manually Flying Between Nav Points

Manual flight between nav points is allowed in the game as long as you are NOT flying an escort mission. Unlike the previous Wing Commander games, manual travel without autopilot during transport missions can cause problems with play and should not be attempted.

This is a sample and should be modified for your own particular mission specifications, fighters, and uses.



Fighter Preparation

During this phase on the flight deck, you will set your power distributions, select your weapons, and launch at your desired speed.



Autopilot to the Next Nav Point

Unless your ship or base is under attack, you need to fly to the enemy. By using the Autopilot function (the A Key) you can fly to the next nav point. If you are intercepted by the Kilrathi along the way, the ship automatically drops out of autopilot so you can engage the enemy.



Combat

Engage the enemy in combat. See the combat tactics section for details on the system you need to use to engage the Kilrathi in combat.



Autopilot to the Next Nav Point

This cycle repeats until you destroy all of the enemy and/or receive a message on your screen from your computer system stating "Mission Objectives Completed."



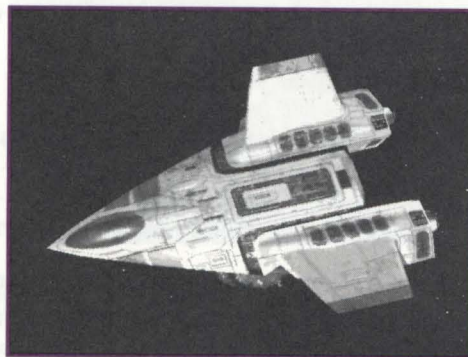
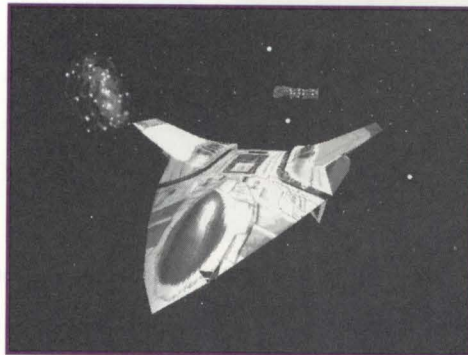
Landing

Request permission to land and then either manually land or autopilot land on the ship.



Confederation Fighters

Note: You will see the term Max YPR beside each fighter description. YPR stands, respectively, for yaw, pitch, and roll. The higher the numbers, the tighter the turns.



Arrow

<u>Class</u>	<u>Length</u>	<u>Mass</u>	<u>Max. YPR</u>
Light Fighter	20 Meters	13 metric tons	80/90/90
<u>Max. Velocity</u>	<u>Max. Afterburn Velocity</u>	<u>Acceleration</u>	
520 kps	1400 kps	250 k/s ²	



CHAPTER 2

Weapons

Lasers (2)

Ion Cannon (2)

X Missile Decoys (16)

Missile Hrdpnts (4 x 2) 2 HS/2 HS 2 IR/2 IR

Jump Capable

No

Armor

Fore/Aft: 80 cm

Right/Left: 60 cm

Shields

200 cm equiv.

Tactical Analysis

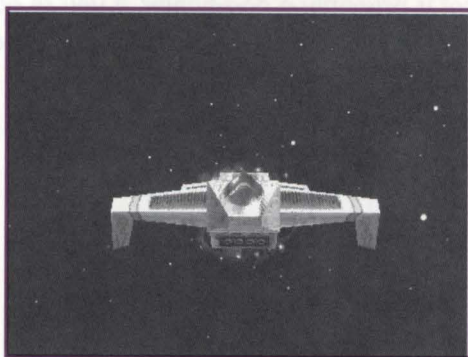
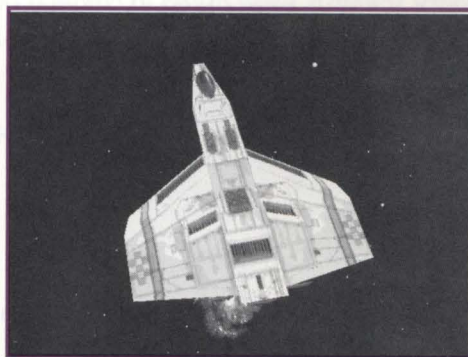
I'll never forget the first time that they shipped us a brand new Arrow to our carrier. I hit the after-burners and spent the rest of the day trying to pull my eyes back to the front of my head. Now that was speed.

From A Wing and a Prayer: An Ace's View, by Colonel Winfield T. Hart (Retired), Enterprise Press, 2675.

- The Arrow is the fastest ship you have access to in the game. As a result, however, it has very light armor and carries light armaments.
- The Arrow is a good choice for pure dog-fighting missions against Darkets and even Dralthis.
- The Arrow has a tighter turning radius than any other Confederation fighter. This makes shaking incoming missiles and enemy fighters easier. Because of its maneuverability, it's a good fighter for escort or fleet-protection duty—as long as it's dealing with medium- or light-attacking fighters. Otherwise, the Hellcat V is the best choice.



Hellcat V



Class

Medium Fighter

Length

27 Meters

Mass

14 metric tons

Max. YPR

60/60/60

Max. Velocity

420 kps

Max. Afterburn Velocity

1200 kps

Acceleration

225 k/s²

Weapons

Neutron Guns (2)

Ion Cannon (2)

Missile Decoys (24)

Missile Hrdpnts (2 x 3) 3 IR/3 IR

Armor

Fore/Aft: 100 cm

Right/Left: 80 cm

Shields

220 cm equiv.

Jump Capable

No



CHAPTER 2

Tactical Analysis

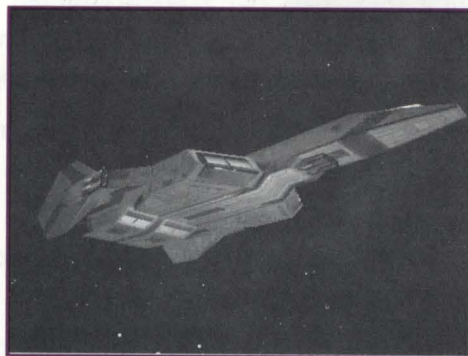
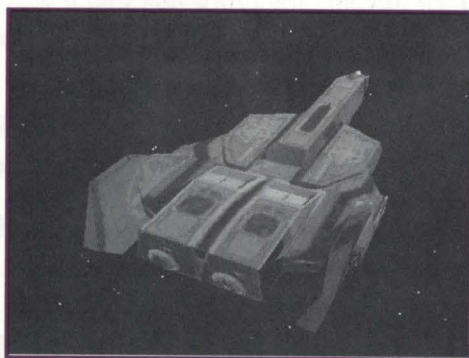
When the Confederation military scientists were asked to create a good all-around fighter, they came up with the Hellcat. It's fairly fast, has pretty good armor, can turn almost as tight as the Arrow, and can hang in a fight for a long time.

From *A Wing and a Prayer: An Ace's View*, by Colonel Winfield T. Hart (Retired), Enterprise Press, 2675.

- When you think fleet escort missions, you usually think Hellcat.
- This ship is designed for dog-fighting against medium and large Kilrathi fighters. It has the shields and armor to allow it to hang in longer than the Arrow.
- Like the Arrow, the Hellcat is primarily a dog-fighter. If you're going to take on Kilrathi capital ships, the Hellcat V can do, but it's not the fighter of choice. Turrets, even on a Corvette, can quickly chew up the Hellcat.



Excalibur



Class

Heavy Fighter

Length

32 Meters

Mass

18 metric tons

Max. YPR

70/75/70

Max. Velocity

500 kps

Max. Afterburn Velocity

1300 kps

Acceleration

275 k/s²

Weapons

Tachyon Gun (4)

Reaper Cannon (2)

Missile Decoys (30)

Missile Hrdpnts (4 x 3) 3 FF/3 FF 3 IR/3 IR

Armor

Fore/Aft: 110 cm

Right/Left: 110 cm

Shields

250 cm equiv.

Jump Capable

Yes



CHAPTER 2

Tactical Analysis

I had heard about this fighter for months. The grapevine said it was a supership, capable of doing just about everything. I admit it, I was skeptical. You hear a lot of things in the scuttlebutt on a ship when you are a Wing Commander. That's just part of the war.

Then I saw an Excalibur, and got to fly one. It was huge, and more importantly, it could cloak. The Excalibur was beyond my wildest dreams, the kind of sick dream that every pilot has.

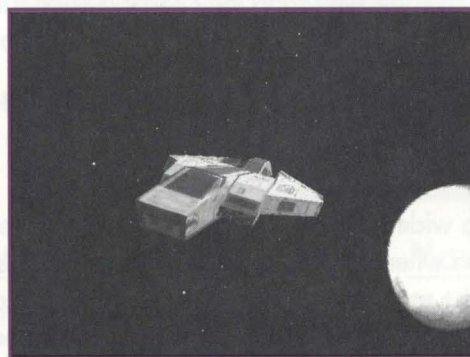
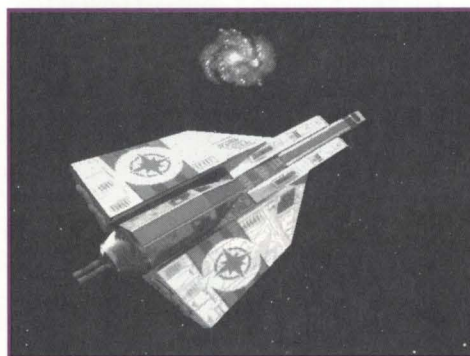
From A Wing and a Prayer: An Ace's View, by Colonel Winfield T. Hart (Retired), Enterprise Press, 2675.

- If the Excalibur is available to fly in a fight, take it. No matter what, it is the fighter of choice by the Confederation pilots.
- The massive quad tachyon cannons that the Excalibur mounts are devastating. These are designed to take on capital ships and can do fairly severe damage.
- The Excalibur is the most heavily shielded and armored fighter available to a pilot. It's designed to survive a fight. The side armor is the weakest point, however, so beware of Kilrathi sweeps to your sides when flying the Excalibur.
- In the final missions on Kilrah, the Excalibur is equipped with a cloaking device that can be used twice.
- When running at Full Guns, Kilrathi fighters can survive only two hits by the massive barrage that the Excalibur mounts.
- In later missions, the Excalibur is equipped for jumping.
- Your guns track their targets, so aiming doesn't have to be as precise.



- The Excalibur is the only Confederation fighter in the game that can fly ground-based missions. On those missions, it is equipped with a simple altimeter so you can avoid crashing into the ground.

Thunderbolt VII



Class

Heavy Fighter

Length

34 Meters

Mass

20 metric tons

Max. YPR

50/50/50

Max. Velocity

380 kps

Max. Afterburn Velocity

1000 kps

Acceleration

200 k/s²



CHAPTER 2

Weapons

Plasma Gun (2)

Photon Gun (2)

Meson Gun (2)

— Mass Driver (rear) (1)

Missile Decoys (24)

Missile Hrdpnts (2 x 3) 3 HS/3 HS

— Torpedo Hrdpnts (1 x 1)

Jump Capable

No

Armor

Fore/Aft: 110 cm

Right/Left: 110 cm

Shields

250 cm equiv.

Tactical Analysis

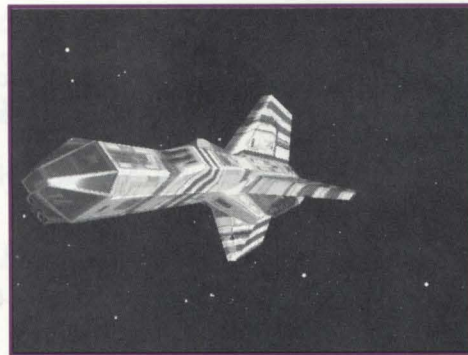
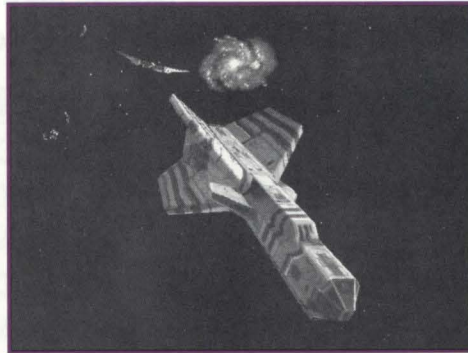
I flew one of these birds for nearly six months. That's a long time for a fighter operating in the Kilrathi war fronts. Thunderbolts are huge, and they carry a wide range of weapons. And with the ability to mount a torpedo underneath, it is the bane of many Kilrathi capital ships.

From *A Wing and a Prayer: An Ace's View*, by Colonel Winfield T. Hart (Retired), Enterprise Press, 2675.

- The Thunderbolt carries a wide range of weapons, including a rear-firing mass driver. This gives you some protection when dealing with those Kilrathi that sweep into your rear and move in for the kill. For the most part, it's usually not enough to destroy the enemy fighters, but it can get them to break off an attack. Its best application is when you are making those long torpedo runs with some of the enemy fighters still hovering in defense of the Kilrathi target.
- The Thunderbolt is heavily armored and shielded; however, it does sacrifice speed to achieve this strength. As a result, it turns rather slowly and is sometimes cumbersome in a dog-fight.
- When running at Full-Guns in a Thunderbolt, light to medium Kilrathi fighters can weather only two or three hits before their ships explode.
- The ability of the Thunderbolt to deliver a torpedo makes it perfect for taking on the medium and light Kilrathi capital ships. It's good for those missions where you know you will be facing heavy fighters screening Kilrathi capital ships.



Longbow Bomber



Class

Torpedo Bomber

Length

38 Meters

Mass

22 metric tons

Max. YPR

30/40/30

Max. Velocity

320 kps

Max. Afterburn Velocity

700 kps

Acceleration

175 k/s²



CHAPTER 2

Weapons

Plasma Guns (2)

Neutron Guns (2)

Particle Gun (rear) (1)

Missile Decoys (24)

Missile Hrdpnts (4 x 4) 4 FF/4 FF 4 HS/4 HS

Torpedo Hardpoints (2 x 2) 2 Torp/2 Torp

Jump Capable

Yes

Armor

Fore/Aft: 160 cm

Right/Left: 160 cm

Shields

280 cm equiv.

Tactical Analysis

I saw the aft of that destroyer loom into my view screen like a dragon about to swallow its prey. Then came the tone, that warm, almost soothing lock-tone. Torpedo's away!

From *A Wing and a Prayer: An Ace's View*, by Colonel Winfield T. Hart (Retired), Enterprise Press, 2675.

- The Longbow is designed to destroy Kilrathi capital ships. To do this, it mounts four torpedoes and carries four banks of four missiles each.
- The Longbow is a very big target for incoming fighters. It's nearly twice the length of the Arrow.
- Longbows lack speed and turning. They are not designed for dog-fighting but rather to take out enemy capital ships. If you expect heavy fighter screens on your large targets, mount the missile arrays with FFs or IRs to deal with the enemy fighters.
- The rear turret on the Longbow is the only one in the game worth mentioning. The particle gun in the rear turret can shake the enemy and destroy those that close in on your rear for the kill.
- The Longbow carries heavy armor and shielding, which enable it to hang in a battle longer and harder.



Weapons Statistics

Energy Weapons

<u>Wpn</u>	<u>Penetration</u>	<u>Range</u>	<u>Energy</u>	<u>Refire delay</u>
Ion Cannon	30	4500 k	30 nJ	.35 sec
Laser Cannon	18	5000 k	10 nJ	.25 sec
Mass Driver Cannon	45	2000 k	12 nJ	.30 sec
Meson Blaster	35	4500 k	16 nJ	.40 sec
Particle Cannon	43	4200 k	22 nJ	.40 sec
Photon Cannon	32	4500 k	30 nJ	.45 sec
Plasma Gun	67	3000 k	44 nJ	.50 sec
Reaper Cannon	35	4500 k	17 nJ	.30 sec
Tachyon Gun	<u>70</u>	3200 k	40 nJ	.35 sec

Missile Weapons

Dart Dumbfire (DF)

Penetration	800	Maneuverability	0 dps
Speed	3000 k/s	Duration	3 sec
Acceleration	1000 k/s ²	Lock time	0 sec

Javelin Heat Seeker (HS)

Penetration	400	Maneuverability	80 dps
Speed	2000 k/s	Duration	10 sec
Acceleration	800 k/s ²	Lock time	2 sec

Leech

Penetration	-na-	Maneuverability	80 dps
Speed	1400 k/s	Duration	20 sec
Acceleration	800 k/s ²	Lock time	2 sec



CHAPTER 2

Mine

Penetration	100	Maneuverability	20 dps
Speed	100 k/s	Duration	60 sec
Acceleration	200 k/s ²	Lock time	0 sec

Pilum Friend-or-Foe (FF)

Penetration	250	Maneuverability	80 dps
Speed	1200 k/s	Duration	20 sec
Acceleration	800 k/s ²	Lock time	0 sec

Spiculum Image Recognition (IR)

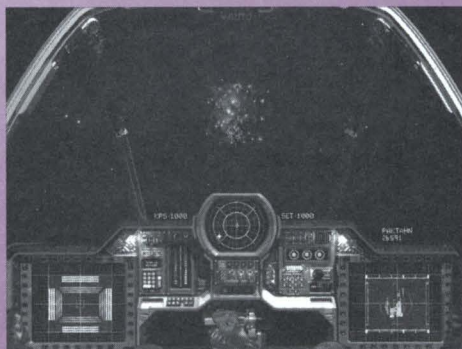
Penetration	350	Maneuverability	80 dps
Speed	1600 k/s	Duration	15 sec
Acceleration	600 k/s ²	Lock time	1 sec

Torpedo

Penetration	8000	Maneuverability	20 dps
Speed	1000 k/s	Duration	14 sec
Acceleration	200 k/s ²	Lock time	12 sec



WEAPONRY CONTROLS



One of the most important parts of your combat weaponry control is the targeting scope, which is where the gunnery target is currently pointing. This scope is commonly known as the firing crosshair of the targeting system. You can lock onto a ship with the T Key (see the Set/Change Target table) or the Inertial Targeting and Tracking System (ITTS). When you do, the enemy (or friendly) ships appear blocked. Furthermore, when the ITTS is used, a small diamond appears on-screen to show the intended leading or firing coordinates required to hit the target.





CHAPTER 3

Set/Change Target

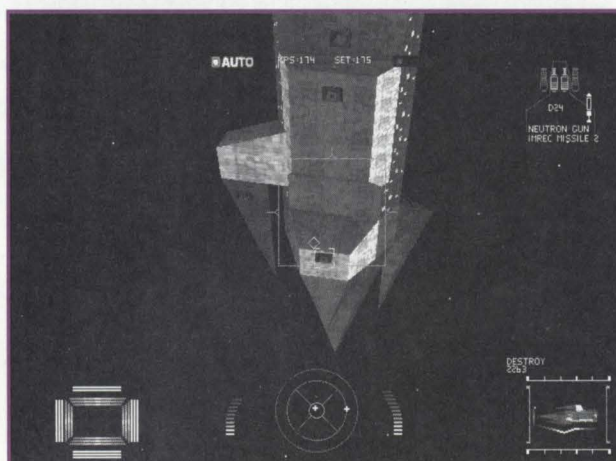
Keyboard	T
Mouse	None; must be done via keyboard
Joystick	None; must be done via keyboard

The T Key allows you to toggle through the possible targets. If you are not running with Smart Targeting activated, you also can use the T Key to toggle through friendly fighters and capital ships.

Change Targeted Turret

Keyboard	R
Mouse	None; must be done via keyboard
Joystick	None; must be done via keyboard

Used in fighting against capital ships, the R Key changes the turret targeting on the larger ship. Turrets are targeted with a yellow-block target-lock system.



Targeting the turret.

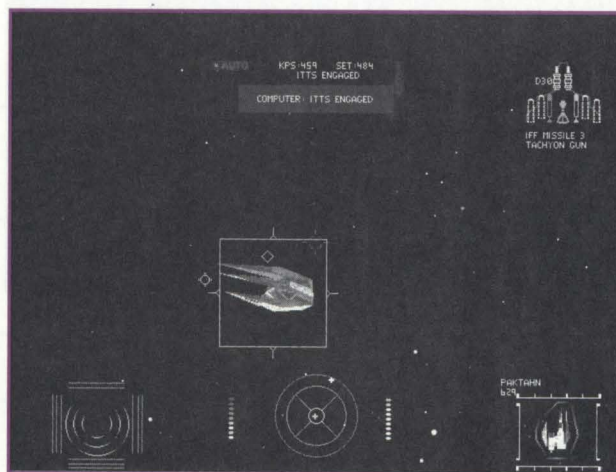


Note: When you use the R Key, you can lock onto turrets that are on the opposite side of the capital ship. If you don't see the turret but do see the lock light on your screen, press the R Key again to change to a turret that you can see.

Lock Target/Engage ITTS

Keyboard	L
Mouse	None; must be done via keyboard
Joystick	None; must be done via keyboard

This system locks your target and engages the ITTS. A diamond appears on-screen, showing the motion of the targeted ship. When the diamond is yellow, the target ship is not currently in view. When the diamond is green, you should move your firing crosshair onto the diamond when firing; this action essentially leads the target into your line of fire.



Targeting the Kilrathi.

Note: Target locking disappears each time you use the Jump or Autopilot function. Therefore, each move to a new position in terms of the nav points and the like requires you to turn the target lock back on.



CHAPTER 3

Full Guns

Keyboard	F
Mouse	None; must be done via keyboard
Joystick	None; must be done via keyboard



Commonly known among veterans as the pilot's best friend, the Full Guns feature brings all your guns on-line to be fired when you attack. This feature has two effects: you are unleashing the maximum firepower possible with each shot, but you also are draining the maximum amount of energy possible with each shot. As long as your aim is good and you do not waste shots, however, Full Guns may be one of your favorite fighter-pilot options.

Fire Guns

Keyboard	Space bar
Mouse	Left mouse button
Joystick	Trigger button 1

This feature fires whatever guns you currently have on-line. The guns fire in the direction of the crosshair. Some weapons, such as Tachyon Cannons, do not leave long tracers on-screen. Simply understand that where your crosshair points is where your weapons will hit, whether the enemy is there or not. Also remember that each shot drains some of the power that you have available for gunnery weapons.

Fire Rear Gun Turrets

Longbow Fighter

Keyboard	F4
Mouse	None; must be done via keyboard
Joystick	None; must be done via keyboard





The Longbow fighter is equipped with a rear gun turret. When you activate the Left Video Display Unit by pressing Ctrl+F4, you can target the enemy and fire the rear-turret guns while maintaining your current flying direction and angle. To fire the guns, you use the standard Fire Guns buttons and triggers.

Note: The rear-turret guns will fire on their own but are less accurate unless you direct their fire manually.



Auto-Tracking Fire Control

Excalibur Fighter Only

Keyboard	Ctrl+A
Mouse	None; must be done via keyboard
Joystick	None; must be done via keyboard

The Excalibur fighter has a sophisticated fire-control system, which you toggle on by pressing Ctrl+A. When this system is activated, you can fire at a target, and the Excalibur's systems remain locked on that target. The key to keeping the system engaged is keeping the target fighter in view. Another important aspect of using this feature is monitoring your weapons-power level to make sure that you fire when you have enough power to do damage.

Switch Missiles

Keyboard	M
Mouse	None; must be done via keyboard
Joystick	None; must be done via keyboard

Fighters are equipped with banks of missiles called *hard points*. You can cycle through the missile types by pressing the M Key. To cycle through the various hard points and types, press the left-bracket ([) and right-bracket (]) keys. (]) Moves to the next hard point, and ([) activates/deactivates the current hard point.



CHAPTER 3

Missiles

The following table describes the types of missiles that are available in the game, the damage that they can do, and how they lock. The table also provides additional information that may be of use to you.



Note: Unlike previous Wing Commander Series games, all the missiles that are used in Wing Commander III can be used against Kilrathi capital ships. Although most missiles (other than torpedoes) do little damage against larger ships, they can inflict damage when used in large concentrations or in conjunction with other weapons.

<u>Type</u>	<u>Damage</u>	<u>Lock</u>	<u>Notes</u>
Dart Dumbfire	High	None	Weapon has no lock and is used to fire at relatively large and/or stationary targets or at targets that are very close. This weapon is preferred against large capital ships, which are hard to miss. For missions in which you know that you will engage large numbers of fighter targets, you should use a missile <i>other</i> than the Dart.
Javelin Heat Seeker	Moderate	Enemy's rear	This missile's strengths are also its weaknesses. The Javelin is a good dog-fighting missile for missions in which you know that you will engage large numbers of enemies, because it locks on the heat of the rear engines of the Kilrathi that you engage in combat. The key is to fight large ships that you can stay behind long enough to get a missile lock.
Pilum Friend or Foe	Low	None	The Friend or Foe missile does not require a lock and is perfect to release in the middle of a dog-fight because it seeks out only enemy ships.
Spiculum Image-Recognition	Moderate	Any profile	One of the best missiles in combat, this missile seeks out the ship that it is locked onto.

WEAPONRY CONTROLS



<u>Type</u>	<u>Damage</u>	<u>Lock</u>	<u>Notes</u>
Torpedo	Extremely heavy	Any profile; long lock time	Torpedoes do massive amounts of damage and are used almost solely against Kilrathi capital ships.
Leech	None	Any profile	This weapon drains energy from enemy targets, essentially leaving them crippled.
Mine	Low	None	Mines are stationary explosives that are dropped. When they are engaged closely, they simply explode.
Temblor Bomb or T-Bomb	Beyond heavy	Locks onto seismic faults only	The Temblor Bomb is a one-shot device that, when locked onto a seismic fault line, can destroy an entire planet. The bomb has virtually no other uses in terms of game play.

Arm Full Salvo of Missiles



Keyboard	B
Mouse	None; must be done via keyboard
Joystick	None; must be done via keyboard

B activates all missile hardpoints (one missile per hard point). Torpedos are not activated with this key. You lock missiles according to the type of lock required. When missile fire control is activated, an entire hard point's worth of missiles fire at the same time—a feature that is useful against small capital ships (such as Corvettes), large ships, and particularly troublesome fighters.

Note: When you take on top Kilrathi aces, you should switch to a full salvo of missiles rather than use missiles piecemeal.

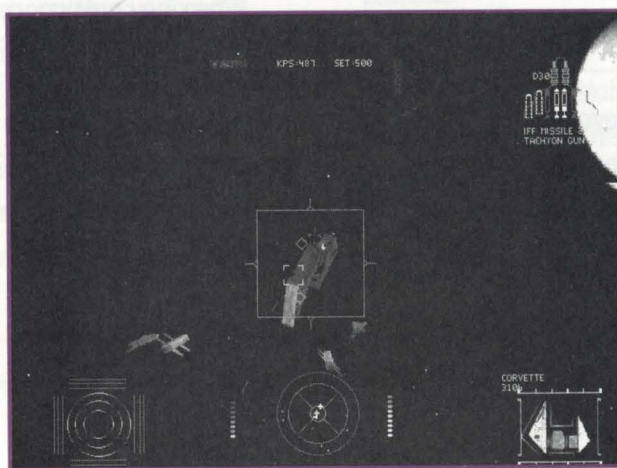


CHAPTER 3

Fire Missiles

Keyboard	Enter
Mouse	Both mouse buttons at the same time
Joystick	Both trigger buttons at the same time

Pressing the Enter key fires the current missiles that are armed and locked (if a lock is required by the missile type). If you pressed the B Key earlier to arm a salvo of missiles, all those missiles fire simultaneously when you press Enter.



Firing missiles at a corvette.



Cloaking

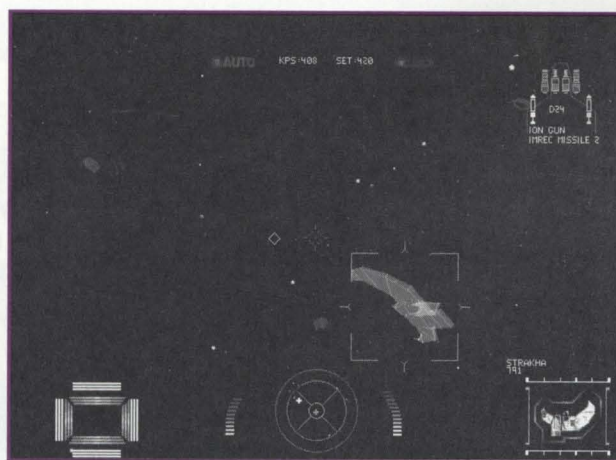
Keyboard	Ctrl+C
Mouse	None; must be done via keyboard
Joystick	None; must be done via keyboard

WEAPONRY CONTROLS



In the last missions of a successful Wing Commander III campaign, your Excalibur will be equipped with the Confederation's first true cloaking device. The Ctrl+C key combination turns this device on and off. In the mission to Kilrah, you can use the cloak only *two times*. When the cloak is engaged, you cannot fire your guns or missiles, but you can still perform target changes and locks. When your ship is cloaked, your screen converts to a black-and-white display.

Note: If your cloaked ship is hit by a lucky Kilrathi shot, your screen may, in some circumstances, change back to color. Do not be deceived; as long as the device was not damaged, you are still cloaked. Changing your view (press the F1 through F4 keys) can change the screen back to a black-and-white (cloaked) screen.



The Strakha beginning to cloak.



Drop Decoy

Keyboard

E

Mouse

None; must be done via keyboard

Joystick

None; must be done via keyboard

Decoys replace the old chaff system used in the previous Wing Commander series of games. Decoys send out a false electronic signature that tricks enemy missiles into locking onto them rather than onto a



CHAPTER 3

fighter. When you enter a nav point or engagement with the enemy, start to drop decoys so that they lure away enemy fighters. The "Combat Tactics" chapter of this book covers some tricks that you can use with this technique.



Ejection

Keyboard

Ctrl+E

Mouse

None; must be done via keyboard

Joystick

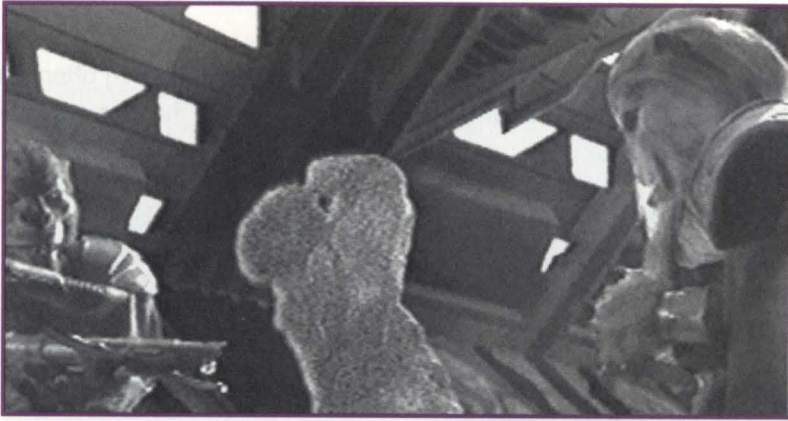
None; must be done via keyboard

In most scenarios, ejection is a way to replay the game or at least to survive a mission. You'll get a dressing down from Eisen (a real chewing out if your fighter was still in decent shape when you bailed!) but you'll survive. In the later missions in the Kilrah system, however, you are captured by the Kilrathi when you eject. You are taken before the prince and given the chance to surrender or resist. If you surrender, you are killed (disintegrated) for being weak in the eyes of the Kilrathi; if you defy them they kill you like a warrior, clawing you with their massive paws. Either way, you die.



Colonel Blair has ejected into Kilrathi hands.

WEAPONRY CONTROLS



A coward's death.



A warrior's death.



CHAPTER 3

Wingmen

Some of the primary tools at your disposal are your wingmen. Wingmen often spell the difference between victory and utter disaster in a mission, so understanding their strengths and limitations is crucial to playing the game.

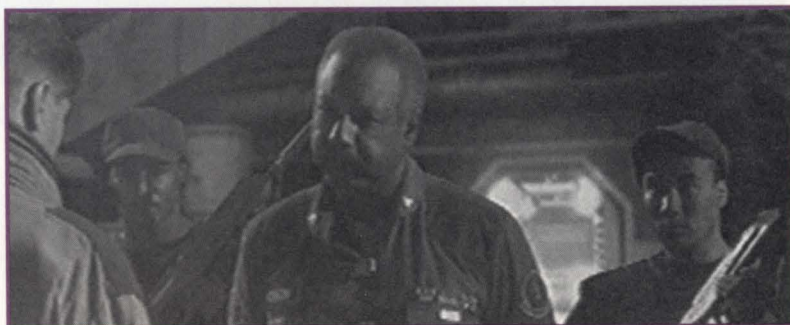


Choosing your wingman.

Each wingman has programmed strengths and weaknesses that not only make up his or her character (in terms of how he or she responds in battle), but also determine how well (or poorly, in some cases) he or she fights in battle. What determines the wingman's actions is discussed in the role-playing portion of Wing Commander III, described in Chapter 5.

The following section describes the wingmen in the game, their relative strengths, and their weaknesses. It also shows how the wingmen perform when their morale is high and how they perform when their morale is low (if any kind of change occurs). Although morale is driven from the role-playing portion of the game, it often makes the difference between victory and defeat.

Note: If you're a traitorous scum, you can shoot your own wingmen. It takes a lot of effort, but it can be done. You get court-martialed as soon as you land, which is just what you deserve.





Maniac



Maniac does his best to be as obnoxious as possible. His morale actually grows higher if you insult him when he insults you. You may notice that Maniac will often claim a kill that you just dusted.

High Morale

Flies crazed.

Fires often, needlessly, in combat.

Will bail out of a possibly losing battle.

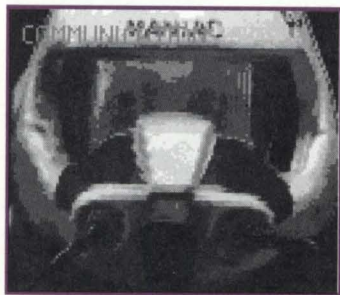
Highly skilled fighter pilot.

Deadly accurate in combat.

Will ignore orders.

Low Morale

Obeys orders some of the time.





CHAPTER 3

Hobbes



Hobbes is an old friend, not to mention one of the best pilots you've ever flown with. You'd trust your life to him. Honorable and quiet, Hobbes is nonetheless a warrior.

High Morale

Flies conservatively.

Will always obey orders.

Highly skilled fighter pilot.

Deadly accurate in combat.

Character is willing to die in battle rather than abandon ship or give up the fight.

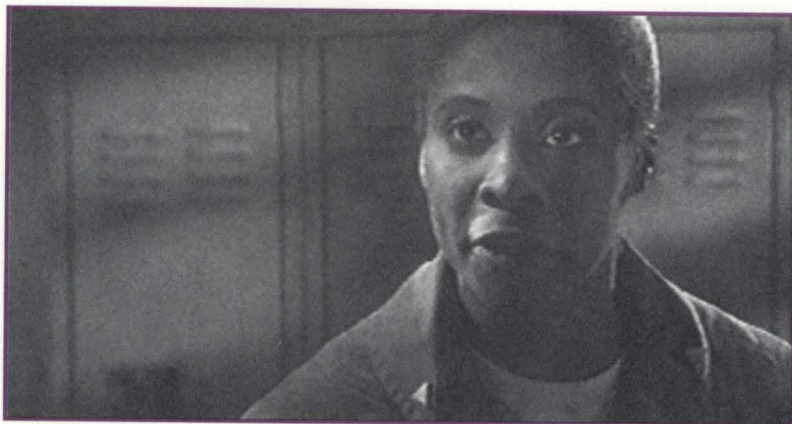
Low Morale

Hobbes just doesn't have low morale.





Cobra



Cobra has no love for the Kilrathi and makes that perfectly clear to anyone who'll listen. Her company may not be desirable on a diplomatic mission, but she's a good one to have on your wing.

High Morale

Character is willing to die in battle rather than abandon ship or give up the fight.
Highly skilled fighter pilot.
Deadly accurate in combat.
Will obey orders most of the time.

Low Morale

Flies crazed.
Will ignore orders.
Fires often, needlessly, in combat.





CHAPTER 3

Flash



Flash may be good, but not as good as he thinks. Arrogant and brash, Flash is still honorable and will fly with you if you win his respect.

High Morale

Flies crazed.

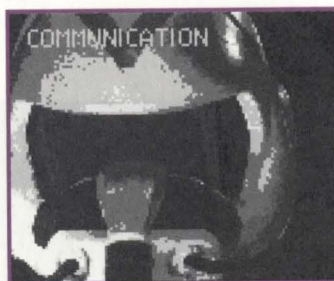
Highly skilled fighter pilot.

Deadly accurate in combat.

Will ignore orders.

Low Morale

Will obey orders most of the time.





Flint



The daughter of a former fighter pilot of reknown, Flint has no trouble making a name for herself. Sometimes she reacts a little too quickly, but she is for the most part soft-spoken.

High Morale

Will always obey orders.

Highly skilled fighter pilot.

Deadly accurate in combat.

Character is willing to die in battle rather than abandon ship or give up the fight.

Low Morale

Cautious in combat situations.

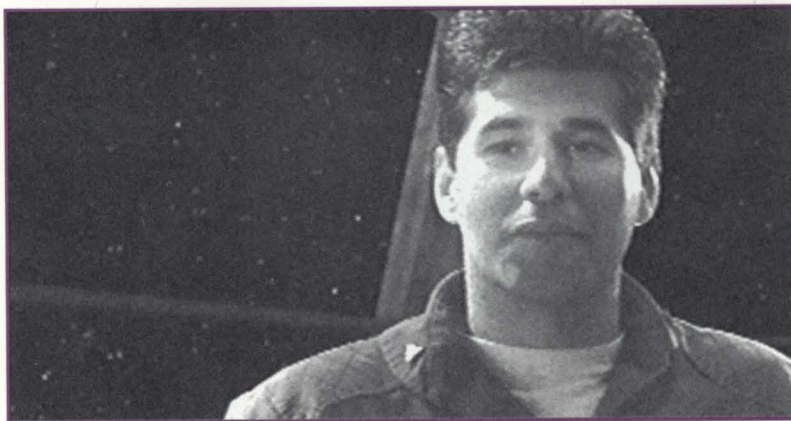
Cowardly in a fight.

Obeys orders some of the time.





Vaquero



Vaquero is dependable and easy-going, and though he seems perfectly at home aboard the Victory, looks as though he'd be at home just about anywhere. He's sure the war will end soon and everyone will be able to get on with their lives.

High Morale

Character is willing to die in battle rather than abandon ship or give up the fight.

Will always obey orders.

Highly skilled fighter pilot.

Deadly accurate in combat.

Low Morale

Flies crazed.

Cowardly in a fight.

Fires often, needlessly, in combat.

Obeys orders some of the time.





Vagabond



If you ever check the chart in the lounge for number of kills, you'll almost always see Vagabond's name at the top. That's the only way you'll find out what a good pilot Vagabond is—he won't tell you. He usually has other things on his mind.

High Morale

Character is willing to die in battle rather than abandon ship or give up the fight.
Obeys orders some of the time.
Highly skilled fighter pilot.
Deadly accurate in combat.

Low Morale

Flies crazed.
Cautious in combat situations.
Cowardly in a fight.
Will ignore orders.

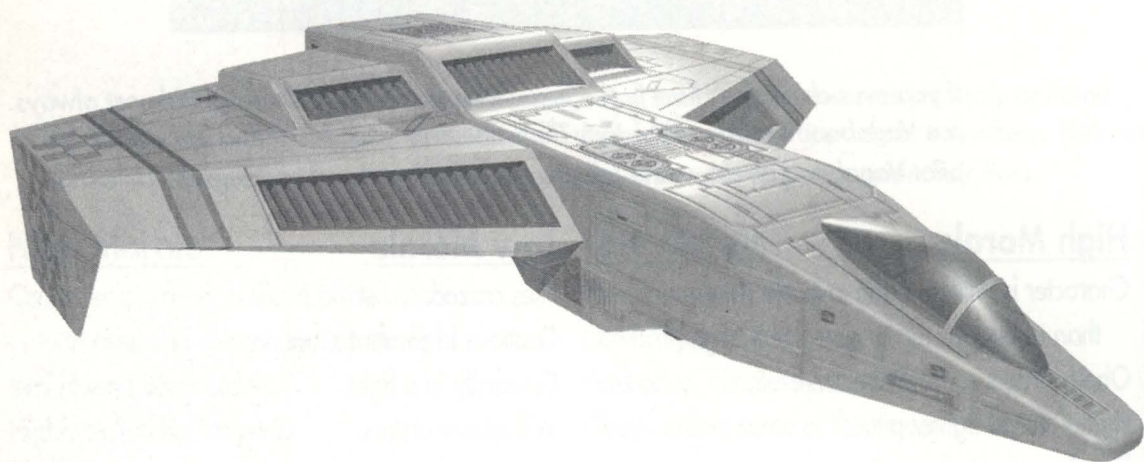




WEAPONRY CONTROLS

Vagabond

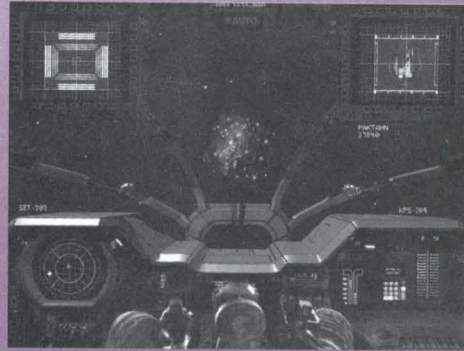
Vagabond



4

TACTICS

Combat



I remember being asked what combat against the Kilrathi was like. In reality, it is a hard question to answer. You are dealing with a complex series of guesses, calculations, and hunches, all happening at the same time—all while you are being shot at and piloting something that is tossing you around like a roller coaster from Satan's playground. Nothing will ever replace the human pilot; there's no way to get a computer large enough to handle all the variables in space fast enough.

From *A Wing and a Prayer: An Ace's View*, by Colonel Winfield T. Hart (Retired), Enterprise Press, 2675.





CHAPTER 4

You will be outnumbered in almost every battle, so the key is not sheer firepower but how to apply that firepower. This chapter addresses combat tactics—how to use all the sophisticated systems that this book has described thus far.

Space fighter combat is more than just knowing when to dodge, fire, and run; it also means knowing how to apply all the assets that you have at your disposal. You must know how to use your wingmen to their fullest potential, and you must know the impact of those decisions.

Ship Status

Your fighter can take a lot of punishment, but when your engines take 100 percent damage, your fighter is blown up. How can you monitor this situation? Using the Left Video Display Unit, you can press the D Key to access the damage-control system and monitor damage (as well as repair priorities).

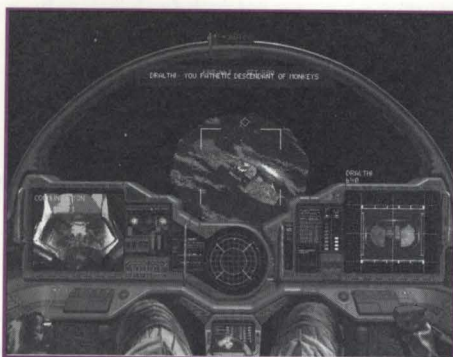
When the end is near, you only have a few options. One option is to exit the game (Alt+X); another is to eject from the fighter. Finally, you have the option of riding it out to the bitter end.

Weapons Power

The power that your weapons have is critical. Literally, the higher your weapons-power gauge, the more punch your weapons have against the enemy. As a result, conservation of shots is critical in the game.

When you engage a trio of fighters, panicking will not help you. Wing Commander III requires some hand-eye coordination, but calm thought often wins the battles. Don't fire just because you see the enemy; wait until the enemy is close enough for your weapons to do some damage. See where the enemy fighters are headed; then lead them. Follow the green tracking and targeting diamond as the enemy moves, and fire at that diamond, regardless of where the fighter is currently located.

When you do fire your guns, remember that Wing Commander III is not some arcade game in which you can hold down your firing button and take out all the bad guys. Fire in very short bursts, correcting between each shot to line up your target again. A blue flicker of an enemy's shields tells you that you are hitting that target. This kind of "pulse" firing keeps your weapons-power levels high, so that each shot delivers maximum punch against your enemy.



The Kilrathi pilot is taunting you.

Monitor the status of your foe on the right video display unit. See where the enemy shields are damaged. Take note of the parts of the enemy ships that are yellow and red; those colors indicate that the ships have sustained internal damage. Then, when you fire, concentrate on the damaged portions of the fighters so that you minimize your energy consumption and maximize your hits.

The Liftoff Checklist

Only a fool rushes into battle. I've seen far too many of the newbies afterburn off the flight deck, only to run smack-dab into a Kilrathi attack. They get caught with their britches down, hoping—no, hell, praying—that somebody like me comes in and saves their skinny behinds. Sometimes, that happens. Sometimes, they die.

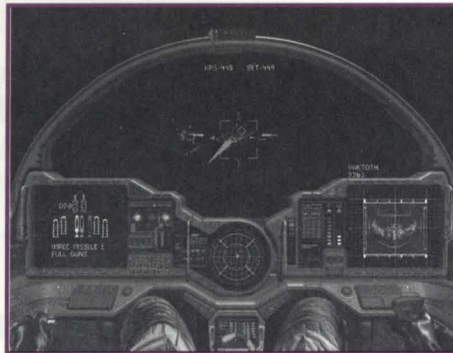
From *A Wing and a Prayer: An Ace's View*, by Colonel Winfield T. Hart (Retired), Enterprise Press, 2675.

The following is a checklist of controls and commands that a fighter should consider walking through before rushing off the flight deck. Although this checklist does not apply to every mission that you will fly in Wing Commander III, it is imperative that you review the items in the list, especially if you are new to the Wing Commander game system. Reviewing the checklist is helpful before most missions. For missions in which the *TCS Victory* itself is under attack, however, the best plan is to roll off the flight deck as quickly as possible and get into the fight.



CHAPTER 4

- ☒ *Set power levels for the mission.* Accept the defaults or adjust the settings, based on the resistance that you are likely to encounter.
- ☒ *Select the gunnery you want to use when you engage the enemy.* Set the switch to Full Guns, or cycle through to the weapons that you want.
- ☒ *Arm desired missiles.* Arm the missiles that you want to use when you come out of autopilot flight. If you know that you are going after a capital ship, arm the torpedo. If you expect fighter resistance, cycle through the missiles to find something other than heat-seeking missiles. Depending on the type of mission, you should use this opportunity to prearm a full salvo of missiles, should you need it.
- ☒ *Switch to Virtual Cockpit Mode (F1 Key).* This feature allows you to see straight ahead and below without the obstruction of cockpit control surfaces.
- ☒ *Start your engines.* Set your speed to full thrust or whatever speed you want to use when you come out of autopilot.
- ☒ *Autopilot off the base or carrier.* Use your autopilot function to clear the carrier or base from which you are flying. When you are clear, you can autopilot to the enemy (if the enemy is not already on top of you).



Closing in for the kill.

Gunnery Fire

Almost all your victims will be killed by gunfire. Missiles do some damage, but by and large your ability to master gunfire wins the battle. Here are some simple tips that can help you control your attacks on the Kilrathi:

- Concentrate on a single target, wear it down, and destroy it.
- Switch your guns to their longest range when you are dealing with a foe at an extreme distance. When the fighting is in-close and tight, switch to Full Guns.
- Watch for shield flickers, which indicate that you have hit a foe.
- Monitor the target-damage status on the right video display unit. Pay careful attention to the shields and to the amount of red damage that your opponent has taken.



Missile Fire

When I was a rookie kid, one of the instructors at the academy, Major Johnny Blackman (call sign Pit-Viper), taught me that locking missiles is not something that just happens; it is something that requires a great deal of talent. When I got assigned to the front lines in the Vega Sector, I learned just what an art it really is.

From *A Wing and a Prayer: An Ace's View*, by Colonel Winfield T. Hart (Retired), Enterprise Press, 2675.

Using missiles properly requires a few tips, tricks, and techniques. The following are advisories to help you make the most of these Cat-Killers:

- Missiles should be fired at close range, but not at point-blank range. Firing too close forces the missile to miss its target and turn around, giving your foe time to drop a decoy. Firing at too great a distance means that your enemy has time and distance to avoid the incoming warhead. With the exception of heat-seeking missiles, don't fire just because you have a target lock; this makes the difference between people being aces and people occupying coffins.
- If you are firing Javelin Heat-Seeking Missiles, you should let them fly as soon as you get a lock, because your Kilrathi foe will try to shake you as soon as you lock on.
- Load for a full salvo of missiles when you are dealing with particularly difficult foes, such as enemy aces.
- If you are able to engage multiple targets, switch target locks between targets and let the missiles do their job.
- Support your wingman with missile fire. If you see your associate under attack, firing a missile at one of the aggressors sometimes shakes the enemy off.
- Missiles hit more often when they do not have to make sharp turns from the target. A good rule of thumb is to keep the foe in the center of your crosshair when you fire your missile.
- Hold some missiles in reserve. If you are just starting a mission, don't waste all your missiles early on; keep some in reserve for later use. Few things are worse than running out of missiles when you really need them (and you almost always *will* need them).



Tactical Withdrawal

Every good pilot knows that there is a time to fight and a time to flee. Every living good pilot knows when that time is. When I was assigned to academy duty, I took the time to relay the story of a man who pushed a bad position in combat. His name was Custer, and he didn't know that some positions simply can't be won—at the moment, anyway.

From *A Wing and a Prayer: An Ace's View*, by Colonel Winfield T. Hart (Retired), Enterprise Press, 2675.

Kilrathi fighters usually come in waves of attack when you engage them. You are almost always fighting vastly larger numbers. You will take damage in each wave unless you let your wingman do all the work. When you are damaged, withdrawing is important.

Pulling out of a fight is something that you need to do quickly. A classic case is when your guns have been damaged in a fight—except for missiles, you are a flying target for the Kilrathi. In this situation, you should get away from the center of the battle so that your damage-repair systems can do their jobs and (if all goes well) repair your fighter.

When you pull out of the fight, you should consider diverting your power to damage-repair systems and shields. You can set a priority on systems that you need to have back on-line quickly.

During a tactical withdrawal, monitor the status of your wingman. If he or she is on the edge, have the wingman return to base or form on your wing. In the last missions, your wingmen will have plenty of chances to sacrifice themselves so that you can live on; don't waste them early in the game.

Wingmen

There is no better friend that a pilot can have than his or her wingman. A good one is inside your mind, able to read your thoughts, anticipate your moves, know what you are thinking before you are.

From *A Wing and a Prayer: An Ace's View*, by Colonel Winfield T. Hart (Retired), Enterprise Press, 2675.

Wingmen in *Wing Commander III* are very important. For one thing, wingmen represent extra sets of guns and missiles to assist you in your missions. For another thing, if you order them to do so, your wingmen can engage the enemy faster than you can, even at full afterburners. Finally, if they are used properly, wingmen can keep you alive to make it to the next mission. When a wingman dies, he or she is gone for the rest of the game. This fact is important, because you need wingmen for the last set of missions against Kilrah itself.



CHAPTER 4

As soon as you encounter the Kilrathi, you should send your wingman into the foray by issuing the "Break and Attack" order via the Communications function. Watch your radar to see where your wingman is. Use the Communications order "What's Your Status?" to see how your wingman is faring. Lock on to your wingman from time to time, via your right video display unit, to see how much damage he or she has taken.

When a wingman is in trouble, he or she often makes comments such as "Hey, I could use some help here!" and "This looks like a losing battle!" Pay attention to what is going on with your wingman in these kinds of situations. Remember that a lost wingman is an asset that you cannot regain. If the situation looks bad, order your wingman to return to base. If the wingman follows orders well, you can always use him or her on future missions, but this situation means that you will have to deal with the Kilrathi all by yourself.



Funeral for a wingman.

You can use your wingman to help you survive directly by issuing the order "Help Me Out Here!" If the wingman obeys your orders, he or she will attack the fighter that is currently firing at you.

Another popular use of wingmen in the game is having them go after the capital ships while you deal with the fighter support. To do this, you first must target-lock the intended-victim Kilrathi ship and then issue the order to your wingman. Generally speaking, your wingman will be able to take out a capital ship faster than you can. The keys are to watch what fighters attempt to go for your wingman and to provide the wingman the cover he or she needs to complete the assault.



Taunting

One of the best ways to get a Kilrathi to attack you is to taunt him using the Communications function. Taunting does not always work on the first attempt, but it generally works when the fighter pilots whom you are engaging are aggressive. If you fail, keep on taunting the enemy pilots until they come after you. Taunting does not reduce the flying or gunnery capabilities of a Kilrathi pilot; it simply urges him to change targets.

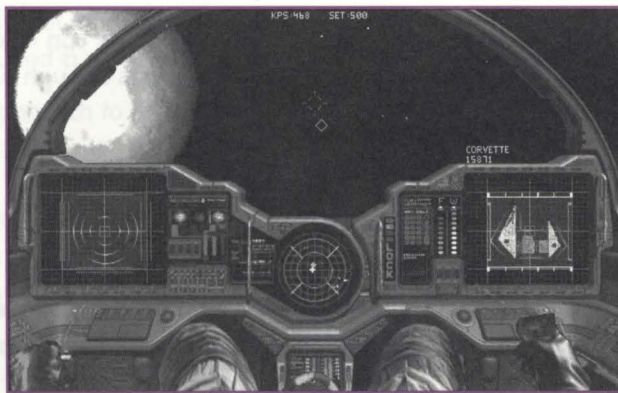
Taunting has several uses and applications in flying missions. Following are the most common:

- *Saving your wingman.* When your wingman is swamped with enemy ships, lock on to one or more of them, and taunt them.
- *Protecting your assets.* If you are flying escort missions or protecting your carrier, taunting can get the enemy ship that is attacking the asset to turn and come after you.
- *Getting a Kilrathi ace to come after you.* Kilrathi aces are evasive and can be hard to lure into striking range; taunting can do this task for you. Be prepared, however, to deal with the attacks when they do come.

Evading Missiles

That high-pitched tone is one of those things that I never seem to be able to shake out of my head. Even now, in the middle of the night, the drilling, soul-twisting tone of a missile lock still tosses me out of my sleep and into harsh, sweat-drenched memories of being hit by Kilrathi missiles.

From *A Wing and a Prayer: An Ace's View*, by Colonel Winfield T. Hart (Retired), Enterprise Press, 2675.



Targeting a corvette.



CHAPTER 4

Missile Lock occurs when an enemy missile-tracking system has locked on to you as a target. This situation is signified by the Lock Indicator light in the cockpit. This indicates that the Kilrathi you are fighting can fire a missile at your fighter.

You can do several things to deal with Missile Locks, but you must do all of them quickly. The fact that the enemy has locked on to you does not mean that a missile has been fired, but the probability is very high. To evade incoming missiles, follow these steps:

1. Drop decoys. These devices sometimes lure away incoming warheads.
2. Locate incoming missiles, and begin evasive actions. Missiles appear on the radar display as yellow points of light. Turn away from incoming missiles and try to outpace them.
3. If the missile is still closing, try a series of sharp turns. Use the Roll controls several times. Try to keep your fighter moving away from the incoming missile at all costs.
4. Brace for impact. If the missile is still coming after you, you have no time left for any action other than a quick prayer.

Shaking the Cats

While you will be flying to get the Kilrathi in your gun sights, they will be doing the same with you. If a hot enemy pilot is dogging you from the rear, you can do a few things to shake him:

- *Afterburner hops.* Hitting the afterburners, in conjunction with some tight turns, sometimes breaks off an enemy on your rear, especially when the enemy tries to match your speed (a common Kilrathi tactic).
- *Tight turn and roll combinations.* Turn sharply and roll your fighter. If the pursuer does not have as tight a turning radius as you do, he often shakes off his pursuit.
- *Brake and hop.* Kill your speed to nothing; then afterburn. This maneuver can catch the pursuer totally off guard. The risk is that you will get plastered if the enemy has enough firepower to overpower your shields as you pass.

Torpedo Runs

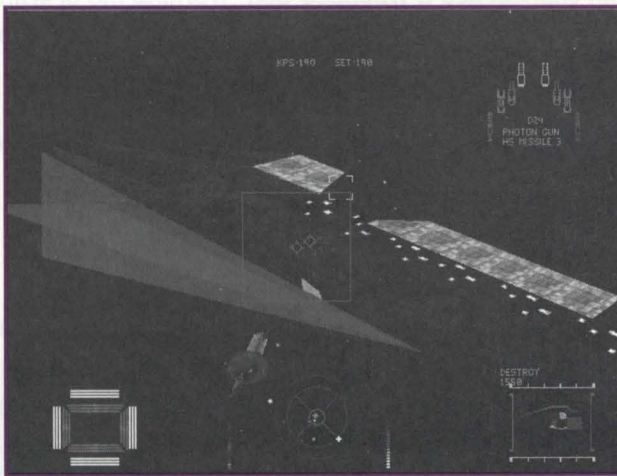
In the training tapes, torpedo runs look easy. You fly in on your target, eventually get a lock, and drop the torp. Simple, right? Think again. First off, the target that you are flying at is usually covered with turrets that love blasting you, the torp, or both into cosmic dust. Second, while you are



flying, forever trying to get that torp locked, enemy fighters swarm in behind you and play havoc with your ship and life. No, sir, there is very little that is easy about torpedo runs, very little at all.

From *A Wing and a Prayer: An Ace's View*, by Colonel Winfield T. Hart (Retired),
Enterprise Press, 2675.

Torpedoes are used primarily for one purpose and one purpose alone: to take out enemy capital ships. Torpedoes pack considerably more punch than standard missiles do, but they take much longer to lock on to a target. Many larger ships in the game, when hit by a torpedo, are guaranteed to be destroyed. You should never waste torpedoes on small fighters, even if you can get a lock on the intended victim.



Firing a torpedo.

Torpedoes are also vulnerable to missiles; they can be shot at by enemy turrets and destroyed before they even reach an intended victim. In addition, torpedoes are not true megaweapons in that they do not destroy a vessel automatically; some of the larger ships can survive hits by multiple torpedoes, and a defending capital ship's shields can deflect a great deal of their damage.

The best approach to making a torpedo run is as follows:

1. Target the capital ship that you want to torpedo.
2. Arm your torpedo early in the process because torpedoes take a long time to lock on to a target.
3. Close in on your target. If possible, use your gunnery weapons on the shields of the target ship.
4. When you are as close to the target as possible, fire the torpedo.



CHAPTER 4



Skipper Missiles

This Kilrathi Missile is equipped with a cloaking device and appears only long enough to get off a shot or two before it fades away. The best way to deal with a Skipper Missile is to pursue it. Because they are missiles, Skippers head straight toward their targets—in this case, transports and capital ships. Skipper missiles are fast but can be destroyed, even when cloaked—but only by gunfire.



Decoys

I heard him howl over the comm channel like a wounded dog, warning me of what was coming. "Tiger One, you've got missiles closing on you! Multiples!" He was panicky—the mark of somebody who has not spent the time in the cockpit that I have. I dropped three decoys and pivoted hard to starboard, kicking in my afterburners to give me some distance. I watched on the radar as those hot missiles took my little catnip surprise. Then I turned and started after them. You know the old saying: payback is hell.

From *A Wing and a Prayer: An Ace's View*, by Colonel Winfield T. Hart (Retired), Enterprise Press, 2675.

Unlike chaff in the previous editions of Wing Commander, Wing Commander III has decoys that are infinitely better. You do not have to wait for a missile lock warning light to come on to make use of a decoy; you can begin deploying decoys as soon as you encounter the Kilrathi. If you're ambushed by the Kilrathi when you come out of autopilot mode, you should drop decoys as soon as you spot the enemy; otherwise, they'll lock on to you first, forcing you to deal with a wall of enemy missiles.

To make decoys totally effective you should drop them and then fly away from them at a sharp angle. Against standard Kilrathi fighter pilots, decoys can lure away more than 70 percent of incoming missiles. Kilrathi aces, however, do not fall for decoys—a fact that drops the odds to 50–50.

Engaging Enemy Fighters

No Kilrathi pilot is the same, and no fighter is the same. Each has some quirk, and each has a kink in its armor. You can read all the books you want on these ships, study all the technical diagrams, but the only way to really learn their strong and weak points is to go up against them in battle.

From *A Wing and a Prayer: An Ace's View*, by Colonel Winfield T. Hart (Retired), Enterprise Press, 2675.

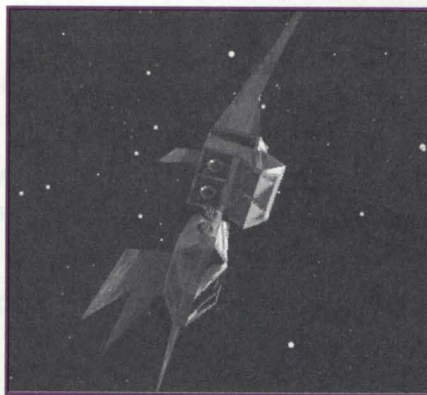
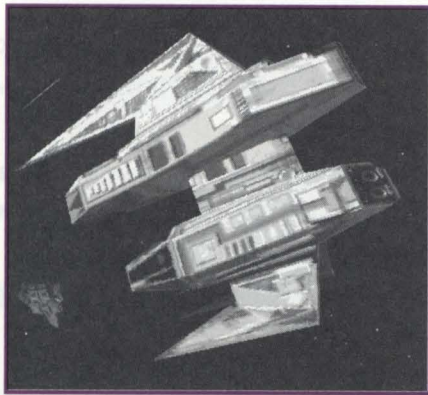
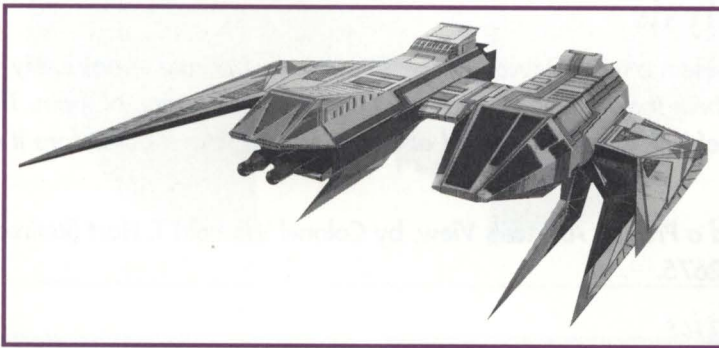




Each Kilrathi fighter craft has strengths and weaknesses. The following sections analyze the fighters from a game-playing perspective, discussing their movement patterns and tactical styles (when applicable).

Note: You will see the term Max YPR beside each fighter description. YPR stands, respectively, for yaw, pitch, and roll. The higher the numbers, the tighter the turns.

Darket



Class

Light fighter

Length

24 meters

Mass

12 metric tons

Max. YPR

90/80/90

Max. Velocity

520 kps

Max. Afterburn Velocity

1350 kps

Acceleration

250 k/s²



CHAPTER 4

Weapons

Meson Gun (2)

Missile Decoys (6)

Missile Hrdpnts (1 x 2) 2 HS

Jump Capable

No

Armor

Fore/Aft: 60 cm

Right/Left: 40 cm

Shields

80 cm equiv.

Tactical Analysis

We nicknamed these suckers "Deuces" since they usually operate in pairs. My wingman, Bucky, and I dealt with them the same way. He would break first after one of them. The other Darket would swing in behind him, then I would afterburn in and take it out before it could roast old Bucky.

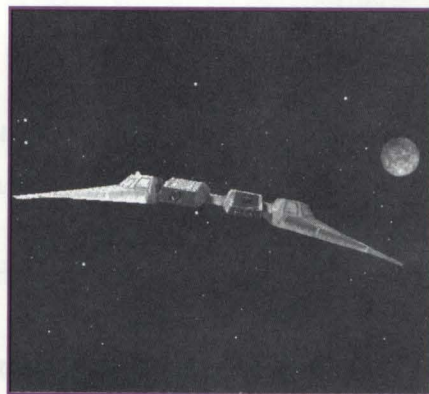
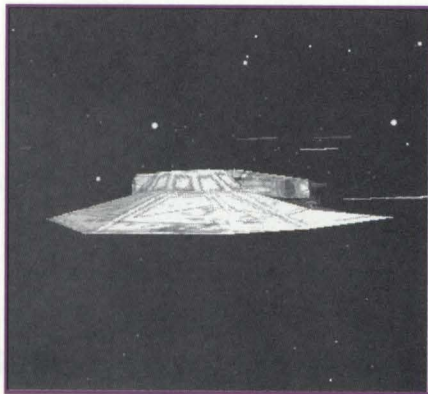
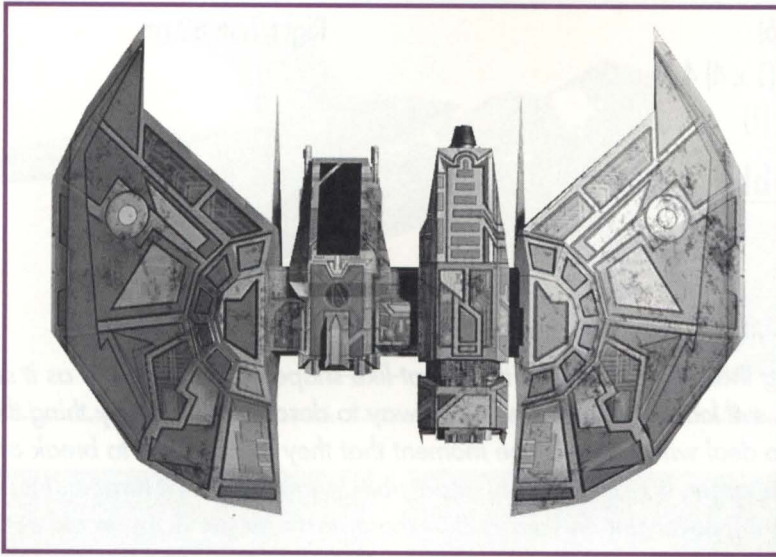
From A Wing and a Prayer: An Ace's View, by Colonel Winfield T. Hart (Retired), Enterprise Press, 2675.

Counter Tactics

- The Darket is the weakest fighter that you will encounter in the game.
- The craft's fighter tactic is to work in pairs. While you chase one ship, the other moves in behind you to whittle away at your shields and engines. Take out one of the ships, and the enemy loses his primary means of attack.
- The Darket is slightly slower than an Arrow, meaning it can be overtaken if you are piloting an Arrow. It also means that it can be accidentally overshot. Be ready to cut your speed if the Darket does suddenly slow down.
- The Darket has the tightest turning radius of any fighter (either side) in the game. Be prepared to lose track of this enemy often.
- Like all of the Kilrathi fighters, it only has six (6) decoys—significantly less than Confederation fighters.



Dralthi IV

**Class**

Medium fighter

Length

31 meters

Mass

15 metric tons

Max. YPR

55/65/55

Max. Velocity

430 kps

Max. Afterburn Velocity

1100 kps

Acceleration200 k/s²



CHAPTER 4

Weapons

Meson Gun (2)

Missile Decoys (6)

Missile Hrdpnts (1 x 4) 4 IR

Particle Cannon (1)

Jump Capable

No

Armor

Fore/Aft: 80 cm

Right/Left: 60 cm

Shields

120 cm equiv.

Tactical Analysis

There is nothing that can compare with the bat-like-shape of the Dralhti IV as it swoops in for the kill. The ship is evil looking, there is no other way to describe it. The only thing that made the sight of them easy to deal with is that at the moment that they tried to turn to break off my pursuit, they became a huge target. It was hard, no, impossible to miss one as it turned. But if you did, you'd better make sure it never got on your butt or those nasty Meson Guns would eat you for breakfast.

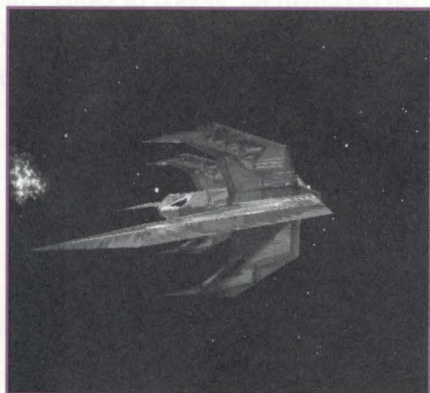
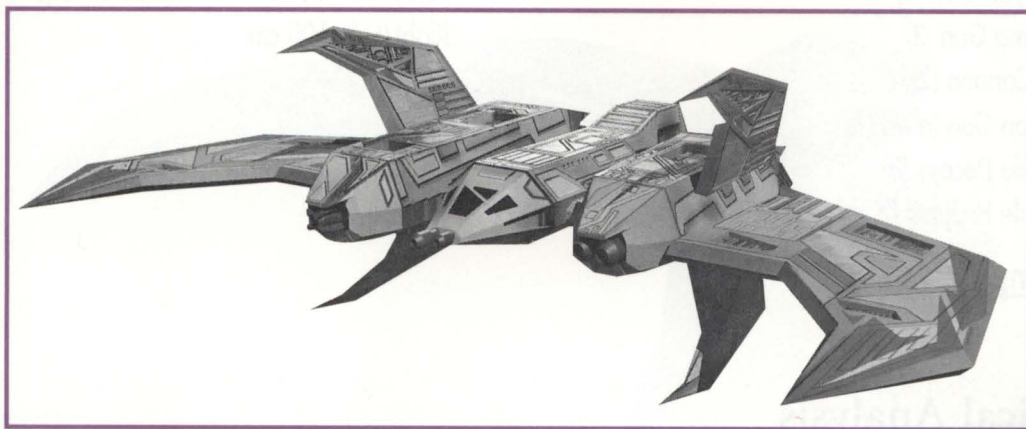
From *A Wing and a Prayer: An Ace's View*, by Colonel Winfield T. Hart (Retired), Enterprise Press, 2675.

Counter Tactics

- This fighter can—and will—fire its missiles in salvos.
- In head-to-head flights, this ship always pulls up. Anticipate this event and aim your guns accordingly for an extra shot or two.
- The Dralhti IV usually moves to the right after a pass. Anticipate this situation and adjust your crosshair.
- From a rear profile, this ship paints a massive target that fills your entire screen. This allows for relatively simple hitting if you are tailing one.
- In comparison to its nearest Confederation equal, the Hellcat V, the Dralhti IV has much weaker shields and armor.



Vaktoth

**Class**

Heavy fighter

Length

36 meters

Mass

19 metric tons

Max. YPR

45/55/40

Max. Velocity

380 kps

Max. Afterburn Velocity

950 kps

Acceleration150 k/s²



CHAPTER 4

Weapons

Tachyon Gun (1)

Plasma Gun (2)

Ion Cannon (2)

Meson Gun (rear) (1)

Missile Decoys (8)

Missile Hrdpnts (2 x 4) 4 FF/4 FF

Jump Capable

Yes

Armor

Fore/Aft: 100 cm

Right/Left: 100 cm

Shields

200 cm equiv.

Tactical Analysis

My wingman, Bucky, called these fighters WOGs, an acronym for Wings of Guns. There was always some seriousness in his nicknames. Vaktoths mount a wicked array of weapons, mostly medium- and long-range stuff. With tachyon guns, plasma guns, and ion cannons, my memories of most Vaktoth fighters is a huge flash of light as everything fired at once.

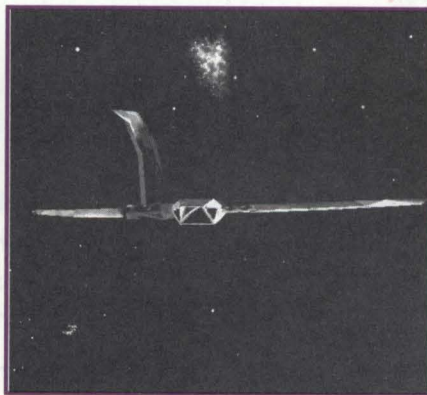
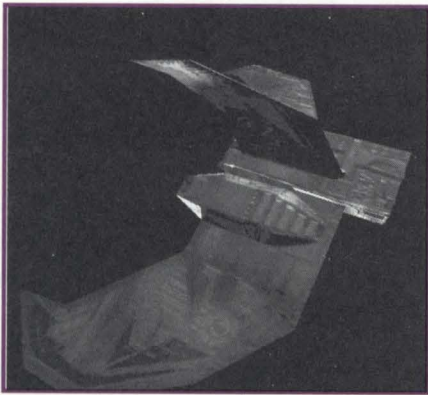
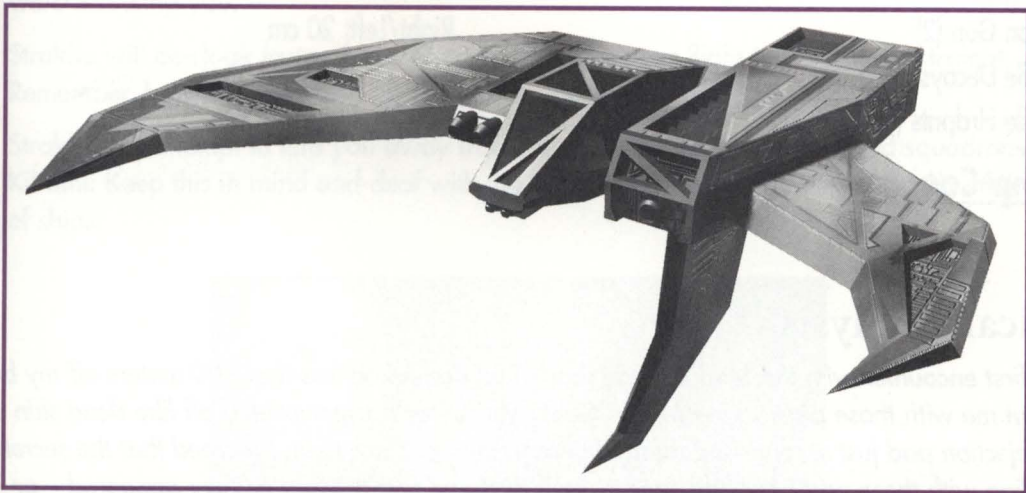
From *A Wing and a Prayer: An Ace's View*, by Colonel Winfield T. Hart (Retired), Enterprise Press, 2675.

Counter Tactics

- The Vaktoth is a slow, heavy fighter with heavy armor. A Vaktoth can survive several passes from your ship, meaning that taking one out can take a long time.
- The Vaktoth has rear-mounted guns and is best approached from the side.
- With a tachyon gun, this Kilrathi fighter can pose a direct threat to your own capital ships, but it only will go after them in a handful of missions. Despite firepower that can damage one of your bigger ships, it will instead use the guns on you.
- From a rear profile, this ship is a large target.



Strakha

**Class**

Stealth fighter

Length

30 meters

Mass

16 metric tons

Max. YPR

70/80/70

Max. Velocity

480 kps

Max. Afterburn Velocity

1200 kps

Acceleration250 k/s²



CHAPTER 4

Weapons

Laser (2)

Meson Gun (2)

Missile Decoys (6)

Missile Hrdpnts (1 x 5) 5 FF

Jump Capable

No

Armor

Fore/Aft: 40 cm

Right/Left: 20 cm

Shields

60 cm equiv.

Tactical Analysis

My first encounter with the Strakha was short. Two decloaked less than 800 meters off my butt, firing at me with those pig-sticking Meson Guns. My Arrow's armor peeled off like dead skin and I hit the ejection pad just seconds before my fighter blew up. Since then, I learned that the secret for dealing with these nasty buggers was to turn hard and fast as soon as they appeared—or disappeared.

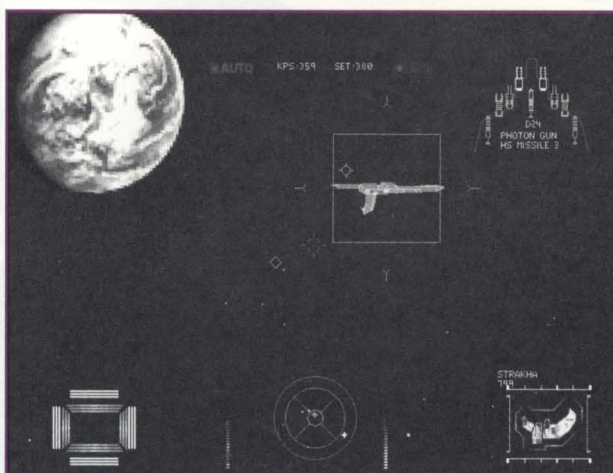
From *A Wing and a Prayer: An Ace's View*, by Colonel Winfield T. Hart (Retired), Enterprise Press, 2675.

Counter Tactics

- The Strakha's most dominant feature is a cloaking device. Strakhas always cloak when you or your wingman are facing them; likewise, they always uncloak behind your ship or at your side. Anticipate this situation, and be prepared for some high-speed turning. Alternatively, use the Longbow, with its rear turret, to deal with these foes.
- Missile locks against these ships are nearly impossible, given their cloak/strike/recloak tactic.
- Weak armor and shield protection balance the Strakha's cloaking capability. You can take out the ship's armor and shields with a limited number of well-placed shots.
- Compared with other Kilrathi fighters, the Strakha is a missile carrier, usually armed with friend or foe missiles.
- Strakha fighters can be hit and destroyed, even if they are cloaked. If one of these ships disappears in front of you, guess its location, and then fire.



- A Strakha needs three to four seconds to complete cloaking. The longest a Strakha will remain cloaked is eight seconds. If they stay cloaked beyond that time, you have destroyed all that were attacking you.
- Strakha will de-cloak faster if you are not evasive in your flight but simply fly straight. Remember, however, they only un-cloak when positioned behind you.
- Strakha will attempt to lure you away from a fight when you engage mixed squadrons of Kilrathi. Keep this in mind and deal with the Strakha only after you have iced the other classes of ships.

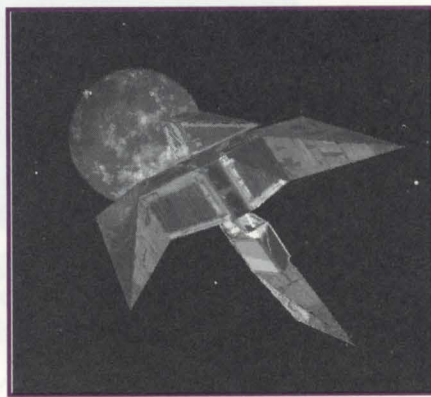
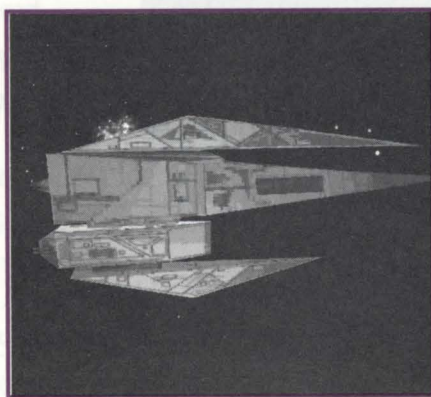
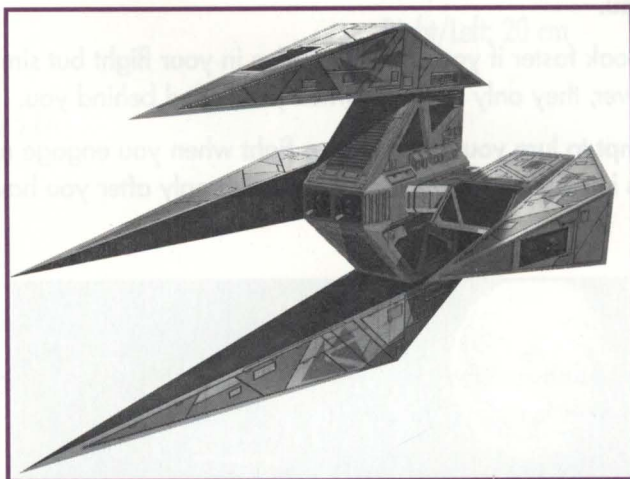


A Strakha getting ready to cloak.



CHAPTER 4

Paktahn

**Class**

Bomber

Length

37 meters

Mass

30 metric tons

Max. YPR

35/40/35

Max. Velocity

340 kps

Max. Afterburn Velocity

600 kps

Acceleration

100 k/s²



Weapons

Plasma Gun (4)

Ion Cannon (2)

Mass Driver Tailgun

Meson Blaster (rear) (1)

Missile Decoys (6)

Missile Hrdpnts (2 x 3, 2 x 4) 3 FF/3 FF/ 4 FF/4 FF

Torpedo Hrdpnts (2 x 3)

Jump Capable

No

Armor

Fore/Aft: 180/110 cm 300 cm equiv.

Right/Left: 180 cm

Shields

Tactical Analysis

They look just like a dagger, a dagger aimed right at your heart. The Kilrathi aces love unloading those missiles quick enough to make the image of that dagger stand out in your mind, even now when I try and sleep.

From *A Wing and a Prayer: An Ace's View*, by Colonel Winfield T. Hart (Retired), Enterprise Press, 2675.

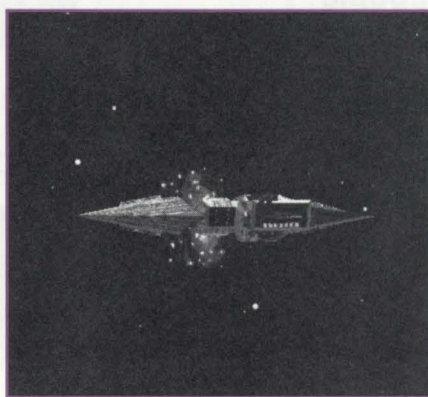
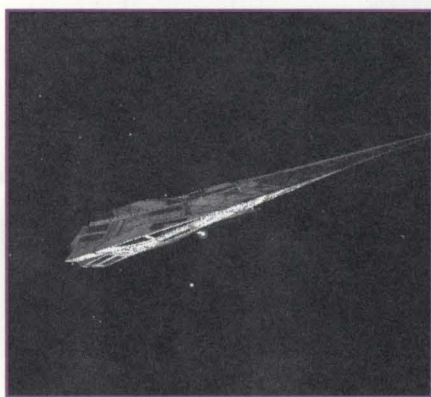
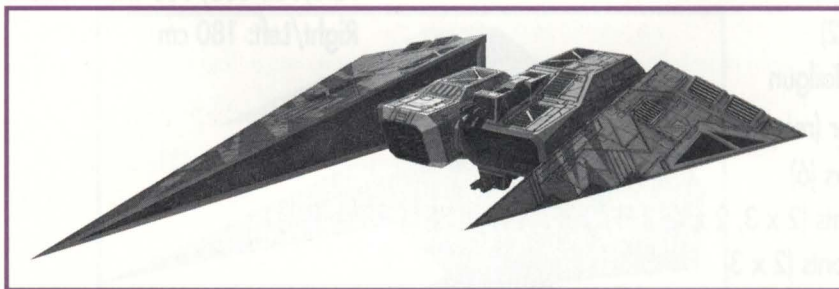
Counter Tactics

- The Paktahn is a very heavily armored fighter with a narrow profile from the rear which makes it a formidable foe. You should attack this ship at an angle.
- The spread of guns on the Paktahn is so wide that if you are flying an Arrow-class fighter, you can make a head-on assault and not be hit when the Paktahn fires. This tactic is recommended for only the strong of heart.
- The Paktahn are usually assigned to protect Kilrathi capital ships or attack your capital ships. Look for Paktahn during missions when you spot Kilrathi capital ships.
- This ship is a Kilrathi missile-boat, armed with eight missiles, usually friend or foe missiles. The more veteran Kilrathi pilots will open up with the missiles as soon as you are in range—so beware.
- The torpedoes have one goal in mind: destroying your capital ships. Along with the Vaktoth, the Paktahn will always be the fighter that sweeps in to kill your large ships. When you are running escort missions, target the Paktahns first, before they can drop their torps. Otherwise, you may find yourself stranded in space—with Confederation carrier debris floating around your powerless fighter.



CHAPTER 4

Sorthak



Tactical Analysis

Bucky could never get the hang of fighting off Sorthaks. He tried taking them on from the front and the rear, and both ways he found himself facing a wall of gunfire. In the end, one of those shots would nearly kill him—leaving him a cripple. I learned faster. Hit these in the rear at an angle. You could still take some damage, but it was much better than trying to deal with all that death head-on.

From A Wing and a Prayer: An Ace's View, by Colonel Winfield T. Hart (Retired), Enterprise Press, 2675.

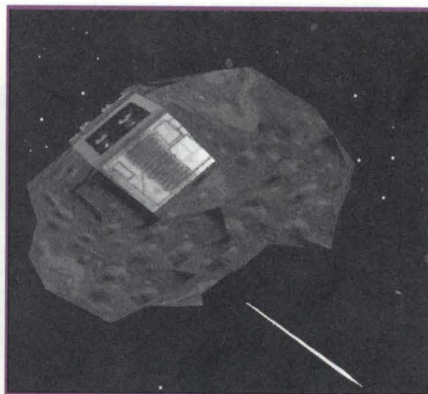
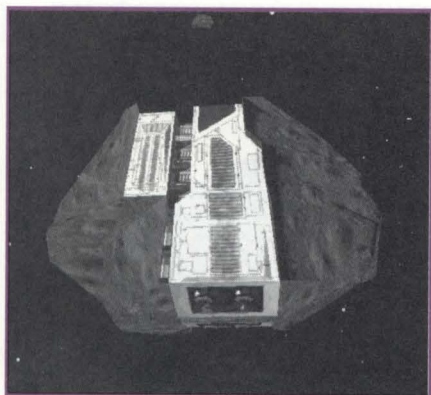


Counter Tactics

- Not a corvette and not a true fighter, the Sorthak is a large, wedge-shape armored attack machine. The ship's size makes it an easy target. The Sorthak's sheer firepower makes it deadly and capable of weathering several assaults by you in even the mighty Excalibur.
- The twin independent turrets mean that trying to take a Sorthak from the rear is not a good idea. The best way to attack is from the side.
- The Sorthak, because of their size, turn slowly and have poor acceleration. Take advantage of this weakness when attempting to tail one for a missile lock-on.
- The Sorthak carries more decoys than any other fighter. It also carries a total of eight missiles, heat seeking and IRs. Veteran Kilrathi pilots will fire multiple missiles at once.



Asteroid Fighter



Tactical Analysis

I never saw the first one that fired at me. Hell, I thought I was in an abandoned asteroid field. Who would've thought that the Kilrathi would have turned those rocks into fighters. And what kind of fighters they proved to be. They were able to turn on a dime despite their size and, as if that wasn't enough, they were armored like the frigging Rock of Gibraltar.

From *A Wing and a Prayer: An Ace's View*, by Colonel Winfield T. Hart (Retired), Enterprise Press, 2675.



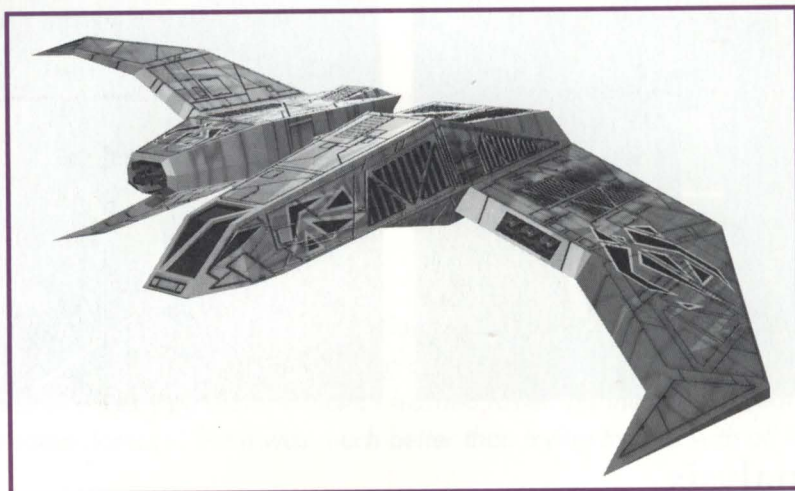
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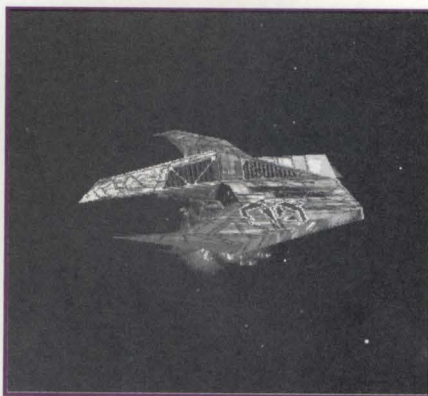
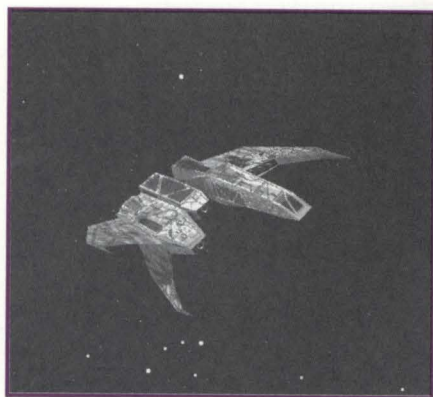
Counter Tactics

- Carved out of asteroids, these ships have incredible armor protection but relatively weak shields. Asteroid Fighters are hard to spot when you encounter them in an asteroid belt.
- When you are tailing and shooting at one of these fighters, beware of the mines that they leave behind, which can damage your ship in tight pursuit.
- Dealing with Asteroid Fighters is a task that is best left to missiles. Gun shots can take a long time to wear these ships down.
- For a heavy fighter, the Asteroid Fighter is surprisingly agile and has a good turn radius. In the hands of a skilled Kilrathi pilot, they can be hard to tail given their unique profile.
- Asteroid fighters usually will take full advantage of surrounding asteroid belts for cover. Rely on your sensors more than visual sightings in combat to deal with these monsters.



Bloodfang





- This ship, flown by Prince Thrakhath, is an even match for the firepower of the Excalibur.
- When you engage the Bloodfang in combat, fire your missiles in salvo mode (press the B Key to set).

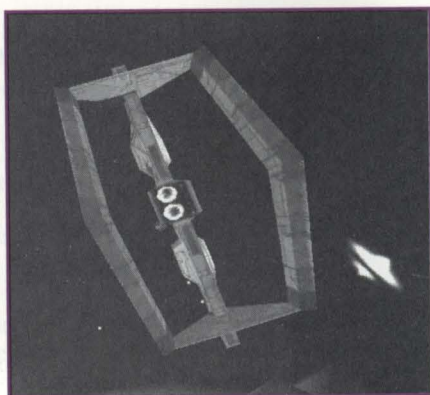
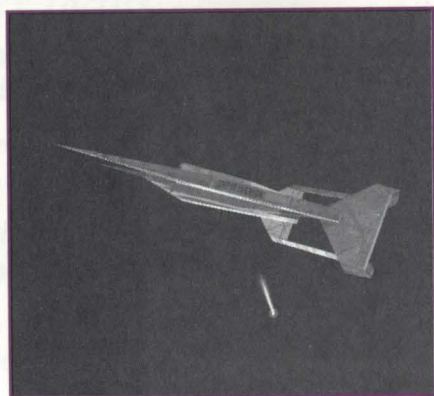


Ekapshi





CHAPTER 4



Tactical Analysis

I dove the Lady Luck (my favorite Excalibur) down on one of those bloody air-fighters and lined him up in my sights. I remember thinking how easy this was, despite his speed. Then it dawned on me, he was luring me into a power dive. I caught on at the last minute, but if I hadn't seen it when I did, I would've become a part of the planet below.

From *A Wing and a Prayer: An Ace's View*, by Colonel Winfield T. Hart (Retired), Enterprise Press, 2675.

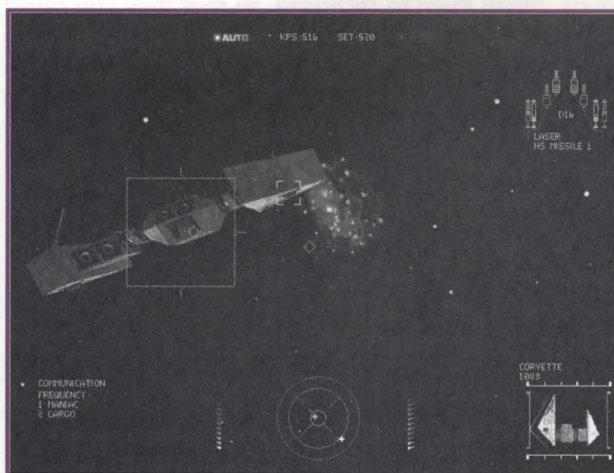
- This ship is an aerospace fighter that is used in planetary defense. You will encounter the Ekapshi only during ground-based-attack missions.
- The Ekapshi is highly maneuverable and has a small profile—features that make it hard to hit. In compensation, however, the ship's shields and armor are relatively weak.
- Combat these ships by keeping them in front of you. The speed and profile of these ships make strafing passes by them painful experiences.



Kilrathi Capital Ships

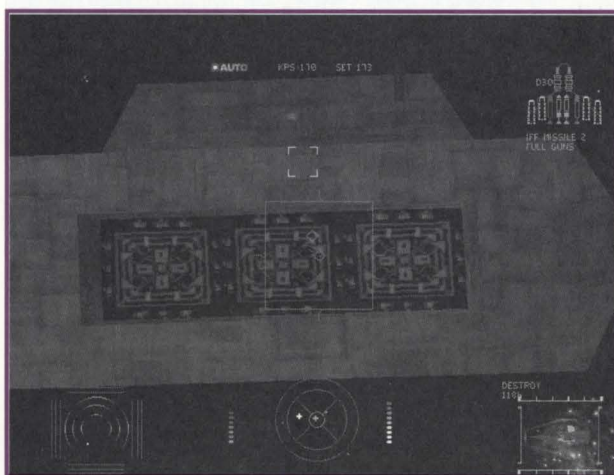
Kilrathi capital ships are a menace to even the best of pilots. Bristling with turrets that spew out weapons fire, these ships are threats to you and your wingman. Torpedoes are the best tools for dealing with capital ships, but not all of your fighters are going to be carrying torps. You can, however, do the following things to deal with these menaces:

- *Take out the turrets.* The turrets on a capital ship are the only way that the ship can hurt you. Match speed with your intended victim, target the turrets that can hit you, and shoot them out. You do not have to take out all the turrets—just the ones on the side that you plan to strike.



- **Concentrate your firepower on the engine.** If you close in tight enough and match speed with the target, you can move into perfect firing position: below the profile of any turrets that are still active.

Note: Watch your rear for defending fighters when you use this tactic.



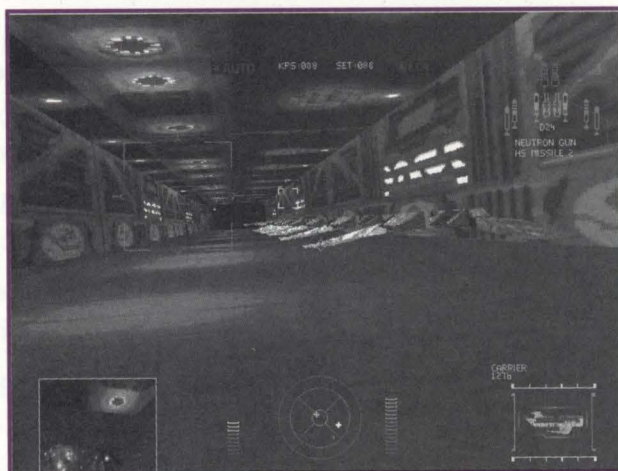
Concentrate your fire on capital ship engines.

- **Guns are your best weapons against corvettes.** You do not have to use Full Guns, but you should use the guns that do the most damage.



CHAPTER 4

- *When firing your guns, allow them to recharge, so that they can punch through the capital ship easily.*
- *Use your missiles sparingly.* Dart Dumbfires and Javelins, for example, are good against capital ships; otherwise, don't use these missiles. Guns are your best weapons.
- *When a Kilrathi carrier is present, fly inside the carrier from the rear, firing and doing damage to the inside of the vessel.* The damage that you do occurs inside the shields. Match speed once you're inside or about to go in. Then, afterburn to get inside. You also can wipe out the enemy fighters that have not yet launched. When aiming, follow the target sights for location, and slow down so that you can do some damage while you are inside the ship. Don't stop inside the ship, however, because when the carrier blows, you can go up with it. Kilrathi destroyers and cruisers have forward open areas (or maws) that you can deal with in the same manner, but blasting the enemy from those locations takes somewhat longer.



Inside a Kilrathi carrier.



Approaching a Kiltrathi cruiser.

Capital Ship Statistics

While most Kiltrathi capital ship stats will be superfluous, the following information should come in handy.

Supply Depot

Length

1600 meters

Armor

None

Wpns

None

Shields

None

Starbase

Length

5,200 meters

Armor

Fore/Aft: 1000

Right/Left: 1000

Wpns

Laser Turret (1)

Shields

1000



CHAPTER 4

Corvette

Length

110 meters

Armor

Fore/Aft: 500

Right/Left: 500

Wpns

Laser Turret (5)

Shields

1000

Cruiser

Length

550 meters

Armor

Fore/Aft: 1000

Right/Left: 1000

Wpns

Laser Turret (15)

Shields

3000

Light Destroyer

Length

450 meters

Armor

Fore/Aft: 1000

Right/Left: 1000

Wpns

Laser Turret (8)

Shields

1500

Heavy Destroyer

Length

530 meters

Armor

Fore/Aft: 1000

Right/Left: 1000

Wpns

Laser Turret (10)

Tachyon Gun (3)

Shields

2000



Transport

Length

150 meters

Armor

Fore/Aft: 300

Right/Left: 300

Wpns

Laser Turret (2)

Shields

2000

Carrier

Length

920 meters

Armor

Fore/Aft: 1000

Right/Left: 1000

Wpns

Laser Turret (8)

Shields

2000



Kilrathi Dreadnought

The Dreadnought is a super ship that, simply put, cannot be destroyed in the game. You should avoid this ship when you encounter it. None of the victory conditions that apply to the game missions require you to take on and/or destroy the Dreadnought.

Dreadnought

Length

22,000 meters

Armor

Fore/Aft: 1500

Right/Left: 1500

Wpns

Laser Turret (38)

Shields

8000



Attacking Ground Installations

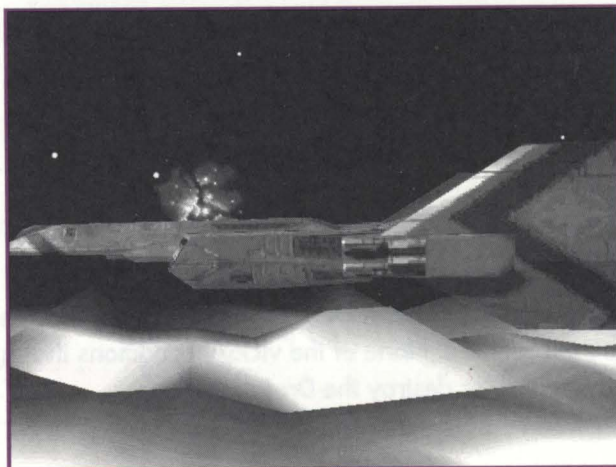
Several times in Wing Commander III, you will fly the Excalibur on planet-based-attack missions. During these strikes you will attack buildings and tanks (the tanks are firing back) and target fault lines (when you drop the T-Bomb).



CHAPTER 4

Your Excalibur is equipped with a basic altimeter which will help you determine when you are close to the ground. This device is important when you are chasing pesky Ekapshi defense fighters. Your primary means of making an attack is a strafing run. You line up the enemy, use the roll feature to keep your fighter level, and open fire. Ground targets show up on your radar display as orange dots.

The other elements that you have to deal with are mountains and hills, which are hard to see even when you are running in SVGA mode. If your flight path is blocked and your altimeter doesn't show that you are on the ground, chances are that you are flying at a mountain or hill. Pull back to fly over the obstacle. This tactic is a good one to use when you deal with tanks—as long as they are not at the bottom of valleys, where maneuvering room can run out quickly.

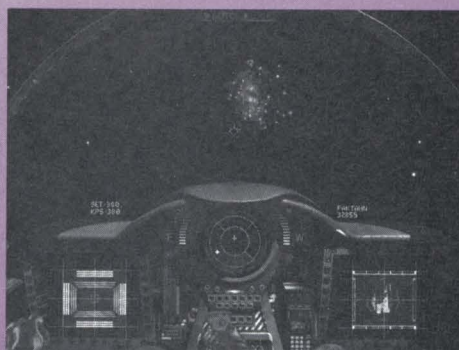


Flying the Excalibur planetside.

Locking on to seismic faults requires you to cut your speed. Faults can be hard to lock on to and require you to slow down and to fend off assaults by Ekapshis that are defending the planet.

5

3DO STRATEGY



Most of this book applies to both the CD-ROM and 3DO versions of the game. Aside from the obvious differences in game controllers, the differences between the platforms are minor. The 3DO features an incredible color palette, so you're likely to find more colorful representations on it. The communications screen that appears when you're contacting someone from your cockpit, for instance, is in full color in the 3DO version, rather than the green found on the CD-ROM.

What follows is a description of features specific to the 3DO, and differences a 3DO user must keep in mind while using the book.

Missions

Unless otherwise indicated, the information included in the mission specs applies to both the 3DO and the CD-ROM. The missions on both platforms are virtually identical. The main differences lie in the number and kinds of enemies. Kilrathi on the 3DO are not as numerous, but they're more deadly. When the specs differ between the CD-ROM and 3DO versions, you'll find the 3DO information identified by the following icon.





FLIGHT CONTROLS

Flying in Wing Commander is just as important as weaponry skills. Controlling your fighter in the middle of a battle is key to your success in the game. The following are the controls used in flight as well as some applications where they apply. The options shown for each control cover the controller and joystick conventions.

From the cockpit you can manipulate, fly, and engage your fighter in combat. The following table breaks these options down so that you can access the appropriate keys without paging through the entire book to find the right button combination. Weapons locking and targeting are covered under the Combat Weapons Controls.

Each one of these flight functions is described as follows:

Left Video Display Unit

This shows the current shields (outer ring) and armor (internal ring). Shields can regenerate if your shield generator is not damaged. Armor cannot be replaced. To suffer internal damage, your armor must be breached on one of your sides that you are attacked on.

Communication

Controller	(Press and hold RB)
Joystick	M

The Left Video Display Unit also functions as your communications monitor. This is where all incoming messages are displayed. You'll have to contact the *Victory* every time you wish to land, and you'll frequently need to give orders to your wingmen. Additionally, you may want to insult the Kilrathi pilots you're flying against. This can often draw them away from their target and get them to chase you.

Once you activate the communications screen, you'll need to choose your receiver, choose the message, and send it. Press RB.

To choose the receiver, move up or down through the indicated choices by pressing up or down with the controller or on the joystick hat. Open the message menu by pressing left, then right on the



Request Status

The ship receiving the message tells you their combat readiness and damage state.

Return to Base

This order tells your wingman to return to the *TCS Victory* or current base. This should be done on those missions where there is no hope for victory or if your wingman is very badly damaged.

Right Video Display Unit

When a ship is targeted by your gun sights, it is displayed both graphically (profile) and by identification name. This is useful when you're trying to locate the *TCS Victory* or searching for a transport to achieve an autopilot lock.

Radar Sight

Most good pilots fly by primarily using the radar screen. All of the ships are color coded. Red and orange are enemy fighters and capital ships respectively. Friendly capital ships are coded light blue, and friendly fighters are blue.

Ships that you have currently locked your weapons on appear brighter than the others. This allows you to "dog" a Kilrathi fighter, locking onto it and following it until it's destroyed.

Also shown are yellow dots. These are missiles, both friendly and enemy. Watch these and make sure that none are closing in on your fighter. See decoys and evading missiles in the combat tactics section to see how to shake these.

Nav points are displayed as white crosses on the radar screen.

When you fly, you should keep the enemy in the middle of the radar screen because that means they're in front of you. You must also take care to see what fighters, if any, are moving in on the bottom of the screen because these are the ones that are closing in behind you.

Weapons Power Gauge

Your weapons do more damage when they are fired with more power. The larger this power gauge, the more power you have to your weapons systems. The more often you fire, the less damage you'll do because less energy is being blasted at the Kilrathi: so conserve your shots. You will regain power as long as your generator is still functioning.



Fuel Level Gauge

This is how much fuel you have left. This helps determine how many times you can use your fuel-gobbling afterburners in a dog-fight with the enemy.

Auto Pilot Light

Controller	LB
Joystick	Hat↑

When this light is activated you can engage the autopilot to fly on to the next nav point. If this light is off you either need to link with a friendly capital ship (on ship escort missions) or destroy the enemy, or exit the asteroid belt that you are either in or near.

Incoming Missile Lock Indicator

This light is every pilot's nightmare since it indicates an enemy missile is locked onto your fighter.

Current Speed

This tells you how many kilometers per second you are currently flying.

Accelerate

Controller	B↑
Joystick	B↑

This increases your ship's speed.



Zoom In or Out

Controller	A or B
------------	--------

Joystick	A or B
----------	--------

Rotate Map

Controller	D
------------	---

Joystick	D
----------	---

Close Map

Controller	X
------------	---

Joystick	S
----------	---

Rolling

Controller	B← = left B→ = right
------------	-------------------------

Joystick	B← = left B→ = right
----------	-------------------------

Commonly used in evasion tactics, the roll simply pivots the aircraft on its center, essentially spinning it in place to change its orientation. This is most commonly used to position a fighter to better take on an enemy, especially large capital ships. Gentle rolling is also used during an attack on the guts of an enemy carrier.





CHAPTER 5

Takeoffs and Landings

To take off, all you need to do is select "Fly mission" when you're in flight control. You will automatically launch into space aboard your fighter.

You'll need clearance to land. Refer to the Communication section earlier in this chapter, on page 92. After you have clearance, approach the Victory at a moderate speed and you will automatically land.

Ejection

Controller	ABC
Joystick	SP

In most scenarios, ejection is a way to replay the game or at least to survive a mission. You'll get a dressing down from Eisen (a real chewing out if your fighter was still in decent shape when you bailed!) but you'll survive. In the later missions in the Kilrah system, however, you are captured by the Kilrathi when you eject. You are taken before the prince and given the chance to surrender or resist. If you surrender, you are killed (disintegrated) for being weak in the eyes of the Kilrathi; if you defy them, they kill you like a warrior, clawing you with their massive paws. Either way, you die.

3DO Differences

Following are some of the differences between the flight controls for the 3DO and the CD-ROM versions of Wing Commander III.

Power Distribution

There is no capability to distribute power in the 3DO version.

Manual Flying

Takeoffs and landings can never be made in manual mode. Just autopilot your way in.



Surface Missions

You won't fly any planetary surface missions in the 3DO version, so you won't face off against the Ekapshi fighter or Kilrathi tanks.

WEAPONRY CONTROLS

One of the most important parts of your combat weaponry control is the targeting scope, which is where the gunnery target is currently pointing. This scope is commonly known as the firing crosshair of the targeting system.

Set/Change Target

Controller	RA
Joystick	Hat ←, →

This command allows you to toggle through the possible targets. If you are locking on with a missile, watch for the green crosshairs to near the target. Once the missile locks, a missile lock tone will sound. You're now ready to fire your missile as long as the enemy ship is in view.

Switch Guns

Controller	LC
Joystick	S + trigger

Your fighter usually is equipped with several sets of guns. You can toggle through your available guns, changing the guns that are currently active.



CHAPTER 5

Full Guns

Controller

LC

Joystick

S + trigger

Commonly known among veterans as the pilot's best friend, the Full Guns feature brings all your guns on-line to be fired when you attack. This feature has two effects: you are unleashing the maximum firepower possible with each shot, but you also are draining the maximum amount of energy possible with each shot. As long as your aim is good and you do not waste shots, however, Full Guns may be one of your favorite fighter-pilot options.

Fire Guns

Controller

C

Joystick

trigger

This feature fires whatever guns you currently have on-line. The guns fire at your crosshair. Some weapons, such as Tachyon Cannons, do not leave long tracers on-screen. Simply understand that wherever your crosshair lines up is where your weapons will hit, whether the enemy is there or not. Also remember that each shot drains some of the power that you have available for gunnery weapons.

Fire Missiles

Controller

A

Joystick

A



Fighters are equipped with groups of missiles called hard points. You can cycle through the missile types by pressing the L and A buttons (S and A buttons on the joystick). This fires the current missiles that are armed and locked (if a lock is required by the missile type).

The number of missiles you have left is indicated by the number shown beside the missiles.

Cloaking

Controller	LA
Joystick	SA

In the last missions of a successful Wing Commander III campaign, your Excalibur will be equipped with the Confederation's first true cloaking device. In the mission to Kilrah, you can use the cloak only two times. When the cloak is engaged, firing cancels cloaking, but you can still perform target changes and locks.

When you are cloaked, enemy missiles can't lock onto you or maintain locks that they may currently have.

Drop Decoy

Controller	RC
Joystick	Hat↓

Decoys replace the old chaff system used in the previous Wing Commander series of games. Decoys send out a false electronic signature that tricks enemy missiles into locking onto them rather than on to a fighter. The "Combat Tactics" chapter of this book covers some tricks that you can use with this technique. If you use the cheats detailed on page 217, XA must be used instead of RC.



CHAPTER 5

3DO Weapons and Tactics

For the most part, tactics for the 3DO version and the CD-ROM version are identical, and almost all tactical information should serve to instruct 3DO wing commanders. There are, however, a few differences that need to be noted.

Gun Platforms

Look out for the Kilrathi gun platforms: orbital defense stations that you'll have to go up against from time to time. The gun platforms are loaded with weapons and Kilrathi just dying to take you out. Unfortunately there are several missions that require you to face and destroy a whole series of gun platforms to clear the way to a planet surface.

Vampire Missiles

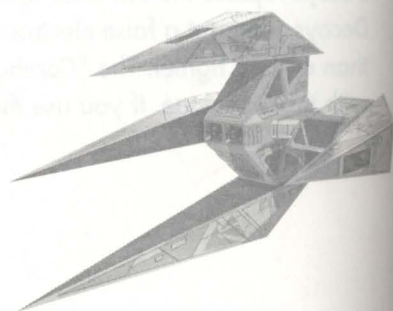
The 3DO features the Vampire missile, which is designed specifically to be fired at Kilrathi Capital Ships. When loosed against the cats' big ships it sucks energy from their shields, leaving holes big enough for you to shoot through.

Leech Missiles

You won't carry any Leech missiles in the 3DO version of Wing Commander III. Instead, you'll be equipped with the new Vampire Missile.

Longbow Bomber

This ship is not equipped with rear-firing guns.



6

ROLE-PLAYING

How It Works



Wing Commander III is not just a combat game, it is a sophisticated interactive movie. You, playing the role of Colonel Christopher Blair, guide your character through a series of actions that can either lead to victory over the Kilrathi or to the Earth in flames.

Between missions you have the option to explore the *TCS Victory*. As you move through the ship you meet and can converse with other characters. Some of these discussions are simple information-gathering; the characters tell you (Colonel Blair) what they think is happening or what they perceive to be an issue, the truth, a mistake, and so on.





CHAPTER 6



Vaquero strums a six-string in his spare time.

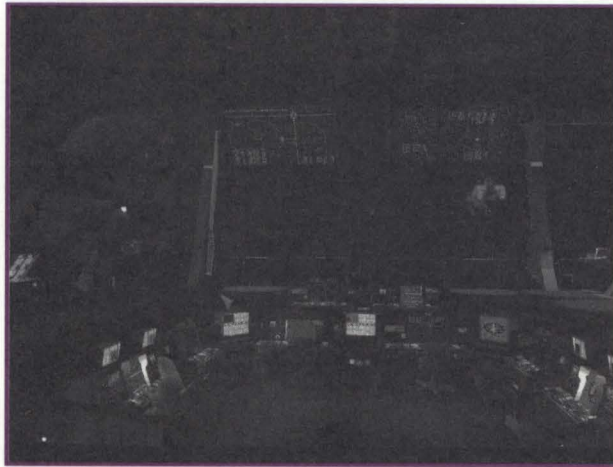
Other conversations require you to make a choice for your character. Choices are always between two options, each of which can affect the morale of the ship as a whole, and/or the morale of each of the wingmen to whom you are talking. Some of these choices offer you a chance to expand your role as a character; others allow you to be cautious. Your choices, as much as the combat portion of Wing Commander III, govern the flow of the game and its outcome.

Some discussions are required. You will not be allowed to enter the mission briefing room in most cases unless you have had an encounter of some sort on the ship. Chapter 6 describes each encounter, as well as the impact of your decisions on ship and pilot morale.



The Virtual Ship

The *TCS Victory* is divided into four levels. Each level has locations where conversations can take place.



Bridge (accessed from the lift).



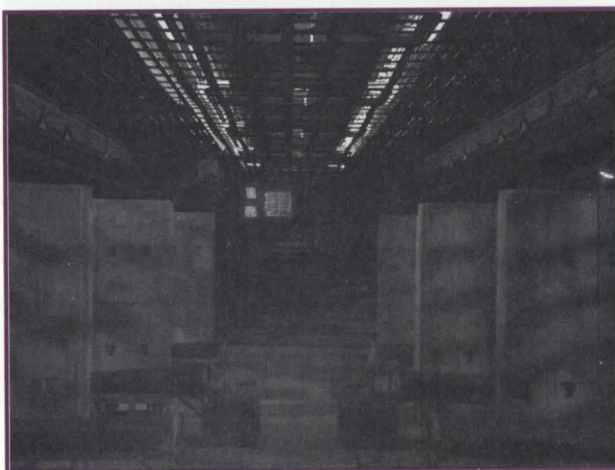
Gunnery control (accessed from the bridge on the mid-left side).



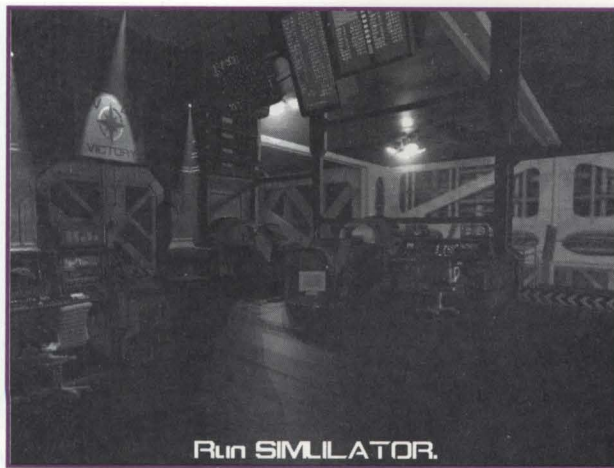
CHAPTER 6



Living quarters (accessed from the lift).



Berths (accessed from the door on the right side of the bar).



Flight control (accessed from the lift or the flight deck).



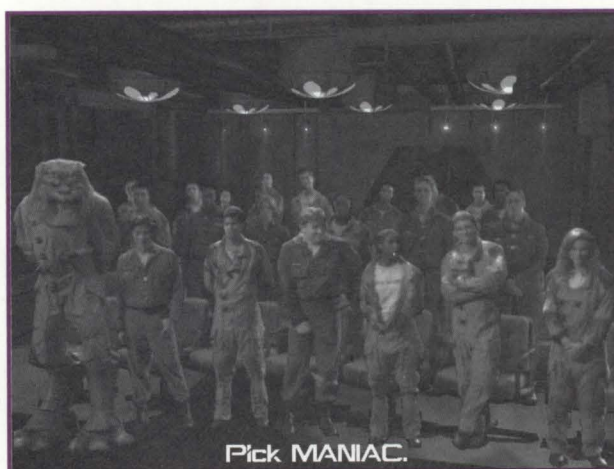
Simulators (accessed from the simulator pod in the middle of flight control).



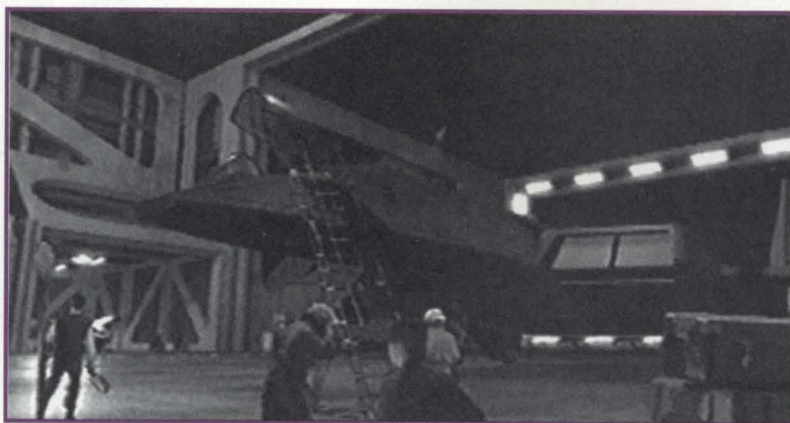
CHAPTER 6



Mission briefing room (accessed from the door marked TCS Victory).



Flight briefing room (automatically accessed after a mission briefing).



Flight deck (accessed from flight control).

When you encounter characters in these locations you can speak to them by directing the mouse pointer at them and then clicking the mouse button, clicking the joystick trigger button, or pressing the Enter key. To tell whether a character is able to talk to you or is simply part of the background, place the pointer on that figure. If the figure moves or turns it can interact with you.

Effect on Morale

Conversations in which you are forced to make a decision about a character or event can have a positive or negative effect on morale. Although morale cannot be measured tangibly in the game, it does affect wingmen, as the wingmen's two sets of characteristics prove (see "Wingmen and Their Application" in the "Combat Tactics" chapter of this book). Morale also can affect the entire ship.

When a character's morale is up, he or she often fights better, responds to orders, and hangs in a battle longer. When morale drops, the character listens less to orders and often acts cowardly when confronted by the Kilrathi. In the course of play, you'll notice that when morale is up, the pilots are talkative and happy about their kills in combat.

You probably will notice low ship morale in comments made by Captain Eisen. When morale is high, the good captain is supportive; if morale is low, he can be abrasive.

Rachel, your ever-trusty maintenance tech, also has morale. If her morale is low, when you attempt to alter her optimum ordnance load, she becomes abusive. If her morale is good, she may greet you after your mission with a comment such as "Pretty fancy flying, Colonel." Rachel's morale does not affect missions; it simply adds to the color of the game.





CHAPTER 6



One of three possible happy endings.

Note: Individual enemy kills and/or performance on a mission do not affect wingmen's morale.

Tips on Role-Playing

Following are some tips on the role-playing element of Wing Commander III:

- Keeping the morale of Flint, Flash, and Cobra high is important. These wingmen fly and fight best when they are happy.
- Hobbes' morale does not change much throughout the game, regardless of Colonel Blair's decisions.
- Save your game often (under a different file name), especially before making a decision as the result of a conversation. This practice enables you to reload the game and change your mind, as well as to walk through all the possible responses that you are likely to get.
- The best practice is to play so that you are always increasing ship and personnel morale.

Note: For details on specific role-playing choices, look at the information about the missions in the next chapter.

7

THE MISSIONS AND POSSIBLE ENDINGS



Wing Commander has 50 total missions. There are two basic tracks or paths that you can follow in the game. The winning track culminates with the destruction of Kilrah and the surrender of the Kilrathi Empire to Colonel Blair. The losing track results in the invasion of Earth by the Kilrathi and the enslavement of mankind. Consult the missions path on pages 116 and 117 to see where missions lead in terms of victory or defeat. Each mission follows with all the details and recommendations you need to achieve success.

The game itself has a number of different solutions or role-playing end games:

You Die in Battle (Any Mission): Not the best ending to the game. It's much better to Replay than Continue when your fighter is destroyed.

You Fail to Return to the TCS Victory and Chase Prince Thrakhath in the Third Loki VI Mission: The victory leaves you stranded in Kilrathi space, abandoned to slowly die in your cockpit.





CHAPTER 7

The TCS Victory is Destroyed in the Hyperion Sector: This results in you being taken before the prince and given the chance to surrender or resist. Either way, you end up dead.

The TCS Victory's Death Pyre in the Proxima System: Captain Eisen takes the ship and rams it into the Kilrathi capital ship. You can take off and eventually be captured by Prince Thrakhath. The results are the same no matter what you choose—death.

Ejection and Capture in the Kilrah System: Like the options listed above, there is no hope for survival in the hands of Prince Thrakhath.

Court Martial for Killing a Fellow Wingman: This is worth seeing once (without saving the game); you can kill your wingman and be court martialed.

The Destruction of Kilrah and the Surrender of the Kilrathi Empire: This is total victory, the dropping of the T-Bomb on the Kilrathi and their surrender to the Heart of the Tiger. The female you chose earlier (if either) will accompany you, and the Confederation will be at peace for the first time in decades.



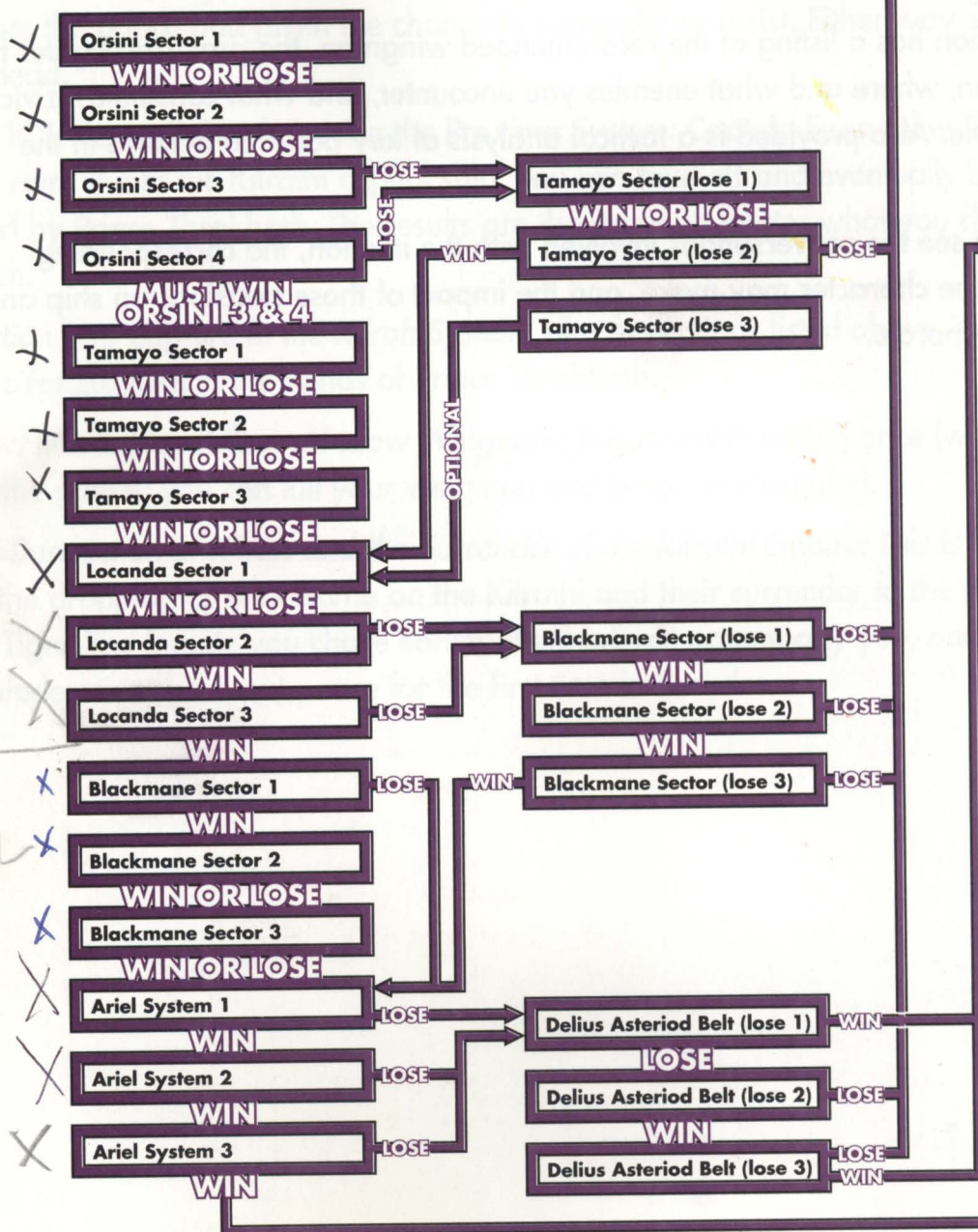
Using the Missions Sections

Each mission has a listing of the recommended wingman, the preferred fighter for the mission, where and what enemies you encounter, and what constitutes a victory in the battle. Also provided is a tactical analysis of key points to achieve in the mission.

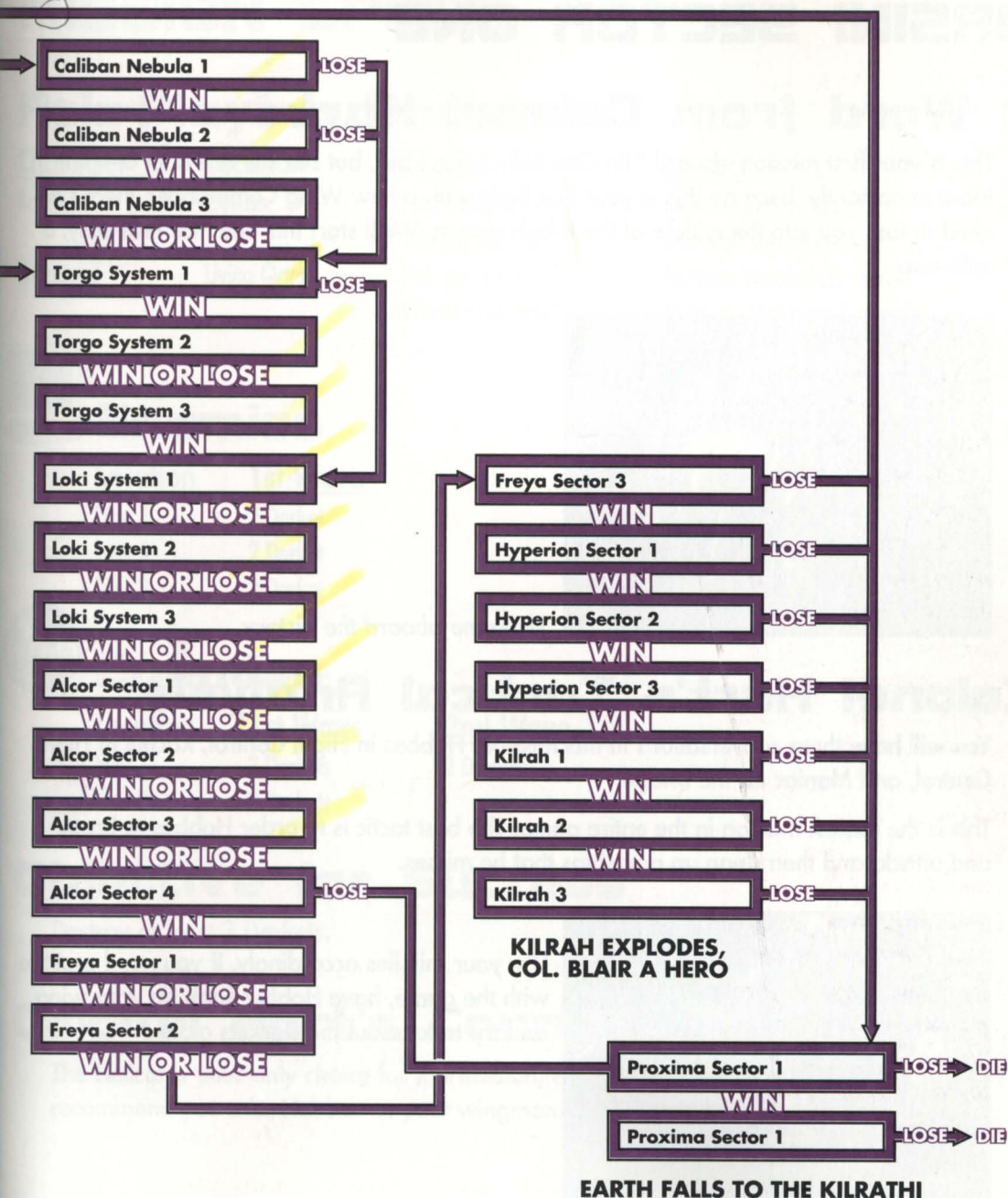
You'll also see the conversations involved with the mission, the corresponding decisions the character may make, and the impact of those decisions on ship and personnel morale.



CHAPTER 7



THE MISSIONS AND POSSIBLE ENDINGS





ORSINI SECTOR ONE

A Word from Colonel Hart

This is your first mission aboard "Tin Can Sally." She's old, but she still has a lot of spirit. More importantly, because this is your first flight with a new Wing Commander, there's no need to toss you into the middle of the Kilrah system. We'll start this one nice and easy, a milk run.



Welcome aboard the Victory.

Colonel Hart's Tactical Analysis

You will have three conversations in this mission: Hobbes in Flight Control, Rachel in Flight Control, and Maniac on the Bridge.

This is the easiest mission in the entire game. The best tactic is to order Hobbes to break and attack, and then clean up any ships that he misses.



Use your missiles accordingly. If you need practice with the game, have Hobbes form on your wing and try to take out the Darkets alone.

Make sure you chat with your old friend.



MISSION SPECS

Role-Playing Decisions

<u>Character</u>	<u>Location</u>	<u>Choices</u>	<u>Impact</u>
Rollins	Elevator	Play along with him This guy's a loon	Increase ship morale Decrease ship morale
Vagabond	Living Qtrs	He's got a point What's he hiding?	Increase Vagabond's morale Decrease Vagabond's morale



Enemies

<u>Location</u>	<u>1st Wave</u>
Nav 1	2 Darket
Nav 2	2 Darket
Nav 3	2 Darket



Enemies

<u>Location</u>	<u>1st Wave</u>	<u>2nd Wave</u>
Nav 1	2 Darkets	2 Darkets
Nav 3	2 Darkets	

Objective for Success

Destroy at least 3 Darkets.

Colonel Hart's Counsel

The Hellcat is your only choice for this mission, and you can't change your missile loads. I recommend you take Hobbes as your wingman.



WINNING PATH MISSIONS

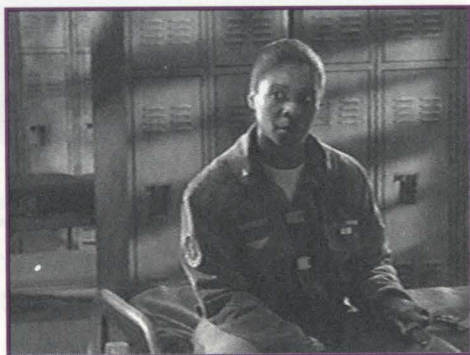
ORSINI SECTOR TWO

A Word from Colonel Hart

This mission is a little more tricky than the first. You're going to have to hit three of the nav points and take out the Cats that you find there. Hobbes isn't your only ally aboard the *Victory*. Go out and meet your pilots. Once you get to know them they'll report to duty and be available for missions.

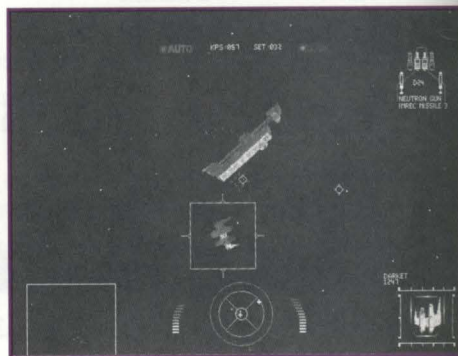
Colonel Hart's Tactical Analysis

You'll have three conversations in this mission: Cobra in the Barracks, Hobbes in flight control, and Vagabond and Vaquero in the living quarters. Maniac is still up on the bridge if you didn't talk to him last mission.



Now there's a lady with a chip on her shoulder.

On this mission you'll encounter a transport. The Intelligence boys call this kind of thing catnip. It's there to lure you in. Remember, it's not a part of your mission. Take out the Kilrathi fighters and if you have the time and patience, or simply want some target practice, open up on the transport. Just don't let it lure you in while there's still some fighters floating around.



Don't be lured in too soon.



In the 3DO version you'll face a corvette instead of a transport.



MISSION SPECS

Role-Playing Decisions

Character

Vaquero

Location

Living Qtrts

Choices

Sounds good to me
He's not focused

Impact

Increase Vaquero's morale
Decrease Vaquero's morale



Enemies

Location

Nav 2

Nav 3

Capital Ships

1 Transport

1st Wave

2 Darket

2 Darket



Enemies

Location

Nav 1

Nav 2

Nav 3

Capital Ships

1 Corvette

1st Wave

3 Darket

2 Darket

2 Dralthi

Objective for Success

Destroy all of the Darkets.

Colonel Hart's Counsel

Take the Arrow or Hellcat on this one, with a standard load. I'd suggest flying with either Cobra or Hobbes.



WINNING PATH MISSIONS

ORSINI SECTOR THREE

A Word from Colonel Hart

Needless to say, troop transports are important to our war effort. Your job is to escort one of our transports from nav 1 to nav 3 where it can safely jump out of the sector. You can rest assured that the Kilrathi have no intention of letting you get away with that ship, and they are willing to take some big risks to take it out.

Colonel Hart's Tactical Analysis

Make sure you speak to Rachel in the living quarters.

Escort duty is tricky business. You have to fly alongside the transport that you are escorting for your ship's computer to interlink with the autopilot system on the larger ship. This will enable the two of you to autopilot at the same time. Don't get cocky and try to fly out the nav points and clear them of the Kilrathi first—it just won't work. The only way to pull this off is the old-fashioned way—getting that ship out there and fending off the enemy.



Fly by Autopilot to the nav point.

Word is that the Kilrathi are going to toss a Corvette at you on this run. Nasty ship, the Kilrathi Corvette. If you think back to the lectures at the flight academy, hitting Corvettes from the rear is the best bet. One thing I'd do is toast that large aft turret right off the bat. Once that turret's gone, blasting that ship to dust becomes a matter of time, patience, and a good trigger finger.



Take down that rear turret.



MISSION SPECS



Enemies

<u>Location</u>	<u>Capital Ships</u>	<u>1st Wave</u>	<u>2nd Wave</u>
Nav 2	1 Corvette	2 Darket	
Nav 3		2 Darket	2 Darket
Intercept		4 Dralhti	4 Dralhti
Intercept		2 Darket	
		1 Dralhti	



Enemies

<u>Location</u>	<u>Capital Ships</u>	<u>1st Wave</u>	<u>2nd Wave</u>
Nav 1		2 Darket	2 Dralhti
Nav 2	1 Corvette	2 Darket	
Nav 3		2 Darket	
		2 Dralhti	

Objective for Success

Safely navigate the transport to the nav point and watch it jump.

Colonel Hart's Counsel

Once again I suggest the Arrow or Hellcat with a standard load, and advise that you take Vaquero or Cobra.



WINNING PATH MISSIONS

ORSINI SECTOR FOUR

A Word from Colonel Hart

In this mission you are going to have to try to protect a transport. The only problem is that the Cats have designed a missile that cloaks in flight every so often, just enough to prevent you from getting a missile lock. Lucky you.



Bad for you, good for Kilrah. Don't let your transport explode.

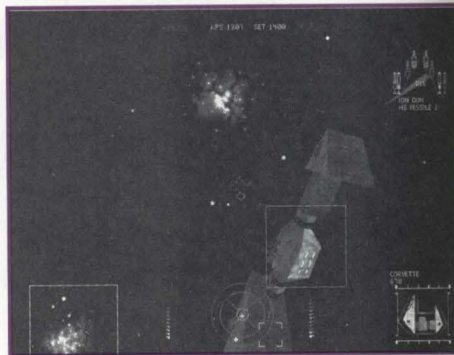
Colonel Hart's Tactical Analysis

On this mission don't count on your wingman to do the dirty work. You'll have to go after that nasty Skipper while your side-kick deals with the Corvette and the covering fighters. It will show up on your target screen only when uncloaked. Lock on your guns and fire at it. If it were me, I'd channel all of my energy to my weapons as soon as that missile was launched.

Skipper missiles are fast, moving at around 600 kps. If you want to take it out like an Ace, gun your afterburners and head for the Corvette. Do a fly-by of the Corvette and turn around as the Skipper Missile is fired. It will move right after the transport. Keep those afterburners throttled up and open up with your guns before it gets out of range.



In the 3DO version, you won't have to face off against the Skipper Missile, but you will have a challenge defending that transport.



Fly by the Corvette.



MISSION SPECS

Role-Playing Decisions

<u>Character</u>	<u>Location</u>	<u>Choices</u>	<u>Impact</u>
Flint	Gunnery Cntrl	She has a point Tough luck— I'm the boss here	Increase Flint's morale Decrease Flint's morale
During Mssn	At Nav Point	Destroy Skipper Missile Lose the transport to the Skipper Missile	Increase ship morale Decrease ship morale



Enemies

<u>Location</u>	<u>Capital Ships</u>	<u>1st Wave</u>	<u>2nd Wave</u>
Takeoff		4 Darket	2 Dralthi
Nav 1	1 Corvette	2 Dralthi	
Nav 3		2 Darket	2 Darket



Enemies

<u>Location</u>	<u>1st Wave</u>	<u>2nd Wave</u>
Nav 1	3 Darket	
Nav 3	2 Dralthi	2 Dralthi
Nav 4	2 Vaktoth	

Objective for Success

Protect the transport until it can jump out of the system.

Colonel Hart's Counsel

Climb into the Arrow or Hellcat, load it with IR Missiles, and pick Maniac or Hobbes to go with you.

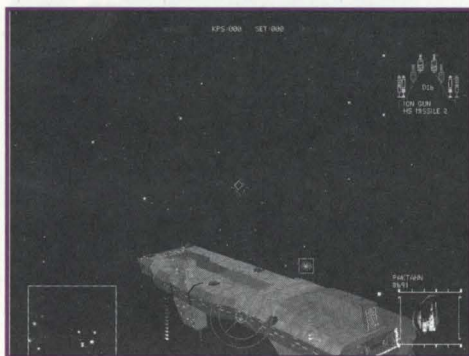


WINNING PATH MISSIONS

TAMAYO SECTOR ONE

A Word from Colonel Hart

Ever had one of your carrier's blasted away? I did, a long time ago. On this mission your job is a very serious one. You have to protect the *Victory* from a Kilrathi assault. Succeed and you get to live to fight again. Fail and your career is going to be very short in the Confederation Navy.



You must stop the Kilrathi fighters.

Colonel Hart's Tactical Analysis

Hobbes and Eisen are on the bridge. Take a few minutes to go and meet with them.

On this run you have to protect your own base of operations, so use every trick you have up your sleeve to pull it off. Taunting enemy pilots can lure them after you rather than the carrier. On this mission the Paktahn fighters are the real threat to the *Victory*. Let them have a taste of your missiles before they can do any real damage.

Another key to success is to make sure you assign targets to your wingmen. Tell them to go after the Paktahn fighters that you can't or at least give you some cover while you take on the heavies.



Better beware—the word from our Intel staff is that the famed Kilrathi ace Fireclaw is in the sector.



MISSION SPECS

Role-Playing Decisions

<u>Character</u>	<u>Location</u>	<u>Choices</u>	<u>Impact</u>
Flash	Flight Deck	That's true This kid's a smartass	Increase Flash's morale, Decrease ship morale Decrease Flash's morale, Increase ship morale
Flint/Maniac	Gunnery Control	They're right Play it by the book	Increase ship morale Decrease ship morale



Enemies

<u>Location</u>	<u>Cptl. Ships</u>	<u>1st Wave</u>	<u>2nd Wave</u>	<u>3rd Wave</u>	<u>4th Wave</u>
Victory		2 Darket 2 Paktahn	2 Darket 2 Paktahn	2 Darket 2 Paktahn	2 Dralthi 2 Paktahn



Enemies

<u>Location</u>	<u>Cptl Ships</u>	<u>1st Wave</u>	<u>2nd Wave</u>	<u>3rd Wave</u>	<u>4th wave</u>
Victory 1	Destroyer	3 Dralthi	3 Darket	3 Vaktoth	3 Darket

Objective for Success

Destroy all enemy fighters attacking the TCS Victory.

Colonel Hart's Counsel

The choices should be pretty obvious this time. Take the Arrow, with a standard load. Don't bother picking a wingman because everyone's going to have to scramble to defend the ship.



WINNING PATH MISSIONS

TAMAYO SECTOR TWO

A Word from Colonel Hart

The Kilrathi are hell-bent on Tamayo II. Your mission is two-fold. Take on the Kilrathi transports and protect the *TCS Victory* from Kilrathi attacks. Sounds pretty hard, eh? Don't panic. With the right word to your senior technician Rachel, things might actually go pretty easy for you—especially if someone (who shall be unnamed) leaves the security system deactivated on that prototype Excalibur on board.



Be sure to snag the Excalibur when you get the chance!

Colonel Hart's Tactical Analysis

Make sure you tell Flash off in the Berths.

Just as a subtle reminder to those of you still a little damp behind the ears—Kilrathi transports are

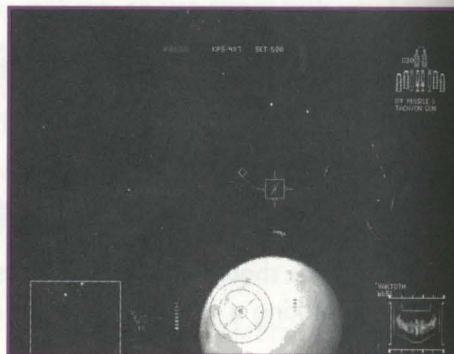
not just sitting ducks. They have a pair of turrets that can knock you out in case you get careless.

The cats are deploying Vaktoth fighters in this mission. Beware of that rear turret. It's enough to keep you from loitering around on their tails for too long.



You'll have to stop the transports, which carry bio weapons the cats plan to use against Tamayo II. Beware: if you didn't run into the ace Fireclaw last time, you will this flight.

Don't forget that you're not alone out there. Use your wingman to take out those transports while you take one on, or take out their fighter support.



Take these guys out fast.



MISSION SPECS

Role-Playing Decisions

<u>Character</u>	<u>Location</u>	<u>Choices</u>	<u>Impact</u>
Rachel	Living Qtrs	Wow! I'd love to fly that ship Stay clear of trouble	Increase Blair's morale Decrease Blair's morale

Objective for Success

Destroy three of the four transports at nav 2.



Enemies

<u>Location</u>	<u>Capital Ships</u>	<u>1st Wave</u>	<u>2nd Wave</u>	<u>3rd Wave</u>
Nav 1	1 Corvette	4 Vaktoth	4 Darket	4 Dralithi
Nav 2	4 Transports			



Enemies

<u>Location</u>	<u>Cptl Ships</u>	<u>1st Wave</u>
Nav 1		3 Vaktoth
Nav 2	1 Corvette	2 Dralithi
Nav 3	3 Transports	2 Darket

Colonel Hart's Counsel

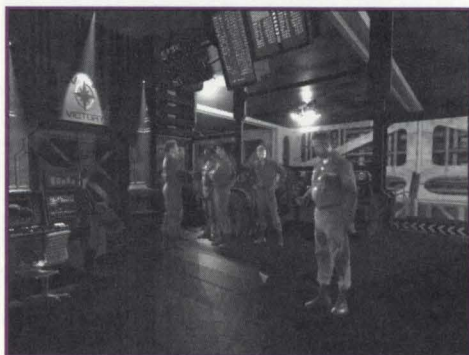
Don't be shy, take the Excalibur. Replace your Javelin missiles with IRs. Your wingmen, Flint and Hobbes, are assigned automatically. Of course, if you didn't take the Excalibur, my first pick would be the Hellcat. Trust me, though: take the Excalibur.



TAMAYO SECTOR THREE (OPTIONAL)

A Word from Colonel Hart

I don't need to remind you that regulations call for an officer of our rank to maintain him or herself with a high degree of integrity. If you took the Excalibur, that was one thing. A grudge match, however, puts the morale of the ship on the line as well as your own ability to lead as a Confederation Wing Commander. If you're going to do it, you'd better win. Lose this one to Flash and it will be hard to keep the morale of those flying under you high enough to even start their thrusters.



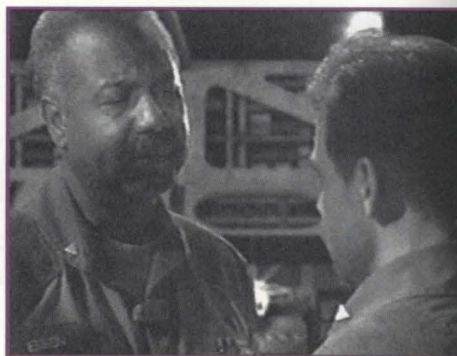
You'd better dust Flash in the sims.

Colonel Hart's Tactical Analysis

Captain Eisen is in Flight Control. He'll give you some encouragement you're going to need to take on this rookie.

I've seen Flash's service records—part of the privilege of working in Intel. This guy is hot, but not stupid. He isn't going to fall in for you taunting him to attack like the Kilrathi, so don't waste your time. If it were me, I'd rig my missiles for barrage fire and drop a lot of decoys. His pattern of fighting shows that he is a missile man early on in a battle. Use your afterburners to keep in nice and close, then let go with every missile that you can. A gun battle with this guy might drag on forever.

-



Captain Eisen has a few words for you.



MISSION SPECS

Role-Playing Decisions

Character

Flash

Location

Flight Deck

Choices

This punk's not worth it
Time to teach this punk a lesson

Impact

Increase Flash's morale, Decrease ship morale
Decrease Flash's morale, Increase ship morale

Enemy

Location

Simulator

First Wave

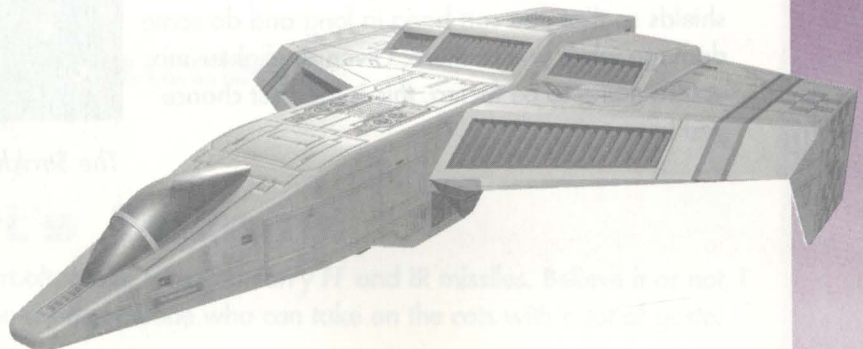
1 Arrow (Flash)

Objective for Success

Defeat Flash.

Colonel Hart's Counsel

Take an Arrow with a standard load. You don't get any wingmen on a simulator mission.



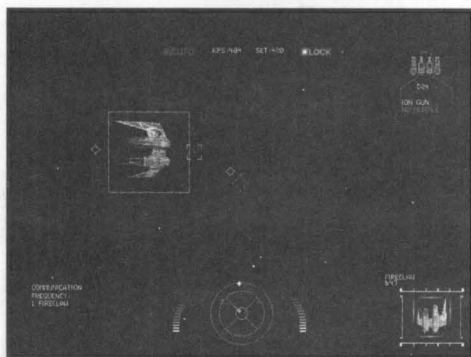


WINNING PATH MISSIONS

LOCANDA SECTOR ONE

A Word from Colonel Hart

This is a standard combat air patrol. Sweep three nav points of Kilrathi resistance. Better beware—the word from our Intel staff is that the famed Kilrathi ace Fireclaw is in the sector.



Get your sights on Fireclaw before he gets his sights on you!

Colonel Hart's Tactical Analysis

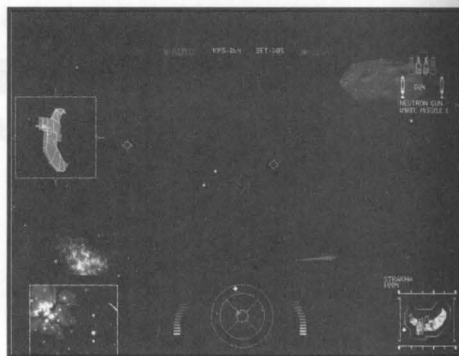
Take some time to talk to Flash in Flight Control.

This is not a cake walk by any means. You are going to tangle with a Kilrathi Ace and Strakha fighters. With those cloaking devices they are hard as blazes to take out without a lot of patience. That's why I recommend you use fire and forget missiles on this mission.



You've already faced Fireclaw and sent him to his ancestors. Fly carefully through nav point 2: you'll be navigating through asteroids.

This mission has all of the makings of a good dog fight. Set your power levels high on weapons and shields so that you can hang in long and do some damage while you're there. Given the fighter mix you're going to be facing, this is the best chance you have.



The Strakha begins to cloak.



MISSION SPECS

Role-Playing Decisions

<u>Character</u>	<u>Location</u>	<u>Choices</u>	<u>Impact</u>
Cobra	Berths	She knows something Ah, she's full of it	Increase Cobra's morale Decrease Cobra's morale
Flint	Gnnry Cntrl	Give her a shot I can't risk it with her	Increase Flint's morale Decrease Flint's morale



Enemies

<u>Location</u>	<u>Capital Ships</u>	<u>1st Wave</u>	<u>2nd Wave</u>
Intercept		2 Vaktoth	2 Vaktoth
Nav 2		3 Darket	4 Strakha
Nav 3	Lght Destroyer	4 Dralthi	
Nav 4		6 Darket	



Enemies

<u>Location</u>	<u>Cptl Ships</u>	<u>1st Wave</u>	<u>2nd Wave</u>
Nav 1	1 Corvette	3 Dralthi	4 Darket
Nav 2	2 Transports	2 Vaktoths	3 Dralthi
Nav 3	1 Destroyer	3 Darket	
Nav 4		3 Dralthi	3 Darket

Objective for Success

Destroy 18 Kilrathi fighters.

Colonel Hart's Counsel

This time, take the Thunderbolt. Make sure you carry FF and IR missiles. Believe it or not, I suggest taking Maniac. You need someone who can take on the cats with a lot of gusto.



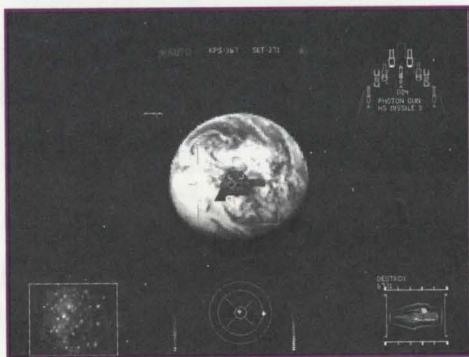
WINNING PATH MISSIONS

LOCANDA SECTOR TWO

A Word from Colonel Hart

This mission is a "Hot Deck" for everyone. The Kilrathi have developed a biological weapon—a missile, that can wipe out all life on a planet. Apparently they have no desire for Locanda to fall into the Confederation's hands, because they are deploying a missile launching ship against the planet.

Make no mistake about it. If one of those missiles hits the planet the Confederation will be forced to abandon it and the population as potential plague carriers. Everyone will die. Scramble your fighters and make sure that none of those weapons gets past our screening operation.



See the planet? Save the planet.

Colonel Hart's Tactical Analysis

Hobbes is in Gunnery Control with a few memories and words to share.

The key to this mission is a two step approach. First gun your afterburners and go after the destroyer launching the missiles. A well placed torpedo, armed early in your flight, will take care of the source of the problem... probably not in time to stop the missile launches, however.

Keep the afterburners on and continue after the missiles. Divert all of your power to your weapons and engines and blast them. You will not be able to overtake the missiles, so don't try. Use your gunnery weapons and not your missiles since you'll need the missiles in the next mission and won't have time to land and re-arm.

3 D 6

A word to the wise: the Kilrathi ace Deathstroke is rumored to be in the area.



MISSION SPECS

Role-Playing Decisions

<u>Character</u>	<u>Location</u>	<u>Choices</u>	<u>Impact</u>
Vagabond	Living Quarters	He might be right Ah, there's nothing to worry about	Increase Vagabond's morale Decrease Vagabond's morale



Enemies

<u>Location</u>	<u>Capital Ships</u>	<u>First Wave</u>	<u>Second Wave</u>
Nav 1	Light Destroyer	4 Strakha	2 Strakha



Enemies

<u>Location</u>	<u>Cptl Ships</u>	<u>1st Wave</u>	<u>2nd Wave</u>
Nav 1	1 Destroyer	3 Darket	4 Dralthi
Nav 2	3 Transports	3 Strakha	3 Strakha

Objective for Success

Destroy all of the biological warheads.

Colonel Hart's Counsel

Take the Thunderbolt, and make sure you load a Torpedo: you'll need it for that destroyer. Be sure to fly with either Flash or Maniac.



WINNING PATH MISSIONS

LOCANDA SECTOR THREE (OPTIONAL)

A Word from Colonel Hart

This is a mission of your own choosing. As you approach the Victory for a landing, Captain Eisen will tell you that Flint has taken off on a mission of revenge. You can either go after her or land... the choice is yours, Wing Commander.



Captain Eisen has some bad news.

Colonel Hart's Tactical Analysis

Cut your approach speed to the carrier after nuking the biological warheads in the previous mis-

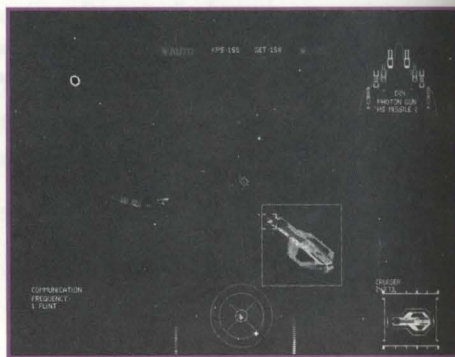
sion. If you come in fast or autopilot you might miss your opportunity to go after Flint. A good pilot is a terrible thing to waste.

Taking out the cruiser that is at nav 4 is not a requirement for you to fulfill your mission. Go after it if you finish off the fighter support and are strong enough to weather the assault, but otherwise let it go.



If you didn't take out Deathstroke last time, you'll face him again.

Flint will most likely be in deep trouble with the Kilrathi when you arrive. Use taunts to lure the cats away from here and on to you instead. If you don't, she might end up in a coffin. Watch your power settings. Don't be blind to the fact that anything you had previously set will be lost when you go after Flint.



Lure those fighters away from Flint.

LOCANDA SECTOR THREE



MISSION SPECS

Decisions Required

<u>Character</u>	<u>Location</u>	<u>Choices</u>	<u>Impact</u>
Eisen	In Cockpit	Pursue Flint (Take (the risk) Don't chase Flint (Can't take risk)	Increase ship morale Decrease ship morale



Enemies

<u>Location</u>	<u>Cptl Ships</u>	<u>1st Wave</u>	<u>2nd Wave</u>	<u>3rd Wave</u>
Nav 1		4 Darket	3 Dralthi	
Nav 4	Light Cruiser	4 Darket	4 Darket	2 Vaktoth



Enemies

<u>Location</u>	<u>Cptl Ships</u>	<u>1st Wave</u>	<u>2nd Wave</u>
Nav 1	1 Corvette	3 Dralthi	3 Darket
Nav 2	1 Transport	4 Darket	2 Dralthi
Nav 3	1 Corvette	3 Dralthi	
Nav 4	1 Corvette	3 Dralthi	3 Vaktoth

Objective for Success

Save Flint and have her autopilot back to the *Victory* with you.

Colonel Hart's Counsel

You're stuck flying whatever you took on Locanda Two, and all you have left load-wise is leftovers. Hope you packed well. Did I mention you won't have a wingman either?

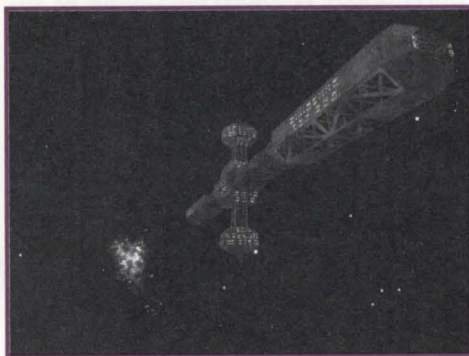


WINNING PATH MISSIONS

BLACKMANE SECTOR ONE

A Word from Colonel Hart

Your job in this run is to protect the Blackmane base. You'll be facing four waves of incoming fighters, with the last being the largest. Not that I'm worried about how you'll do, but our Intel boys and girls have placed the Kilrathi Ace Bloodmist in this sector as well—so don't say I didn't warn you if that cat comes a' prowlin'.



Blackmane Base.

Colonel Hart's Tactical Analysis

Radioman Rollins, ship's gossip, will want a word with you on the Flight Deck. Same goes for Captain Eisen on the bridge.

There are enough fighters in the last wave to force you to conserve your missiles. If you don't, you can get overwhelmed quickly. When the last wave of fighters shows, drop a lot of decoys in the first minute or so. Bloodmist is known to fire off his missiles early on in a fight, so be prepared. When you do go after him, rig your missiles for full salvo and transfer your power to your shields and gunnery weapons. Otherwise keep your eyes and gun sights on the Paktahn's. They will go after Blackmane base.



If you didn't take out Deathstroke last time, you'll face him again. You won't have to contend with Bloodmist. Yet. Fly with care at nav 2 and 5: you'll be in an asteroid belt.

He sure does talk a lot.





MISSION SPECS

Role-Playing Decisions

<u>Character</u>	<u>Location</u>	<u>Choices</u>	<u>Impact</u>
Flint	Flight Deck	Give her a break Ground her	Raise Flint's morale Lower Flint's morale
Rachel	Flight Control	She understands It's none of her business	Raise Rachel's morale Lower Rachel's morale



Enemies

<u>Location</u>	<u>1st Wave</u>	<u>2nd Wave</u>	<u>3rd Wave</u>
Nav 1	4 Dralthi	4 Darket	4 Darket 4 Paktahn



Enemies

<u>Location</u>	<u>Cptl Ships</u>	<u>1st Wave</u>	<u>2nd Wave</u>
Nav 1		3 Dralthi	
Nav 2		4 Vaktoth	
Nav 3	2 Transports	3 Dralthi	
Nav 4	1 Destroyer 1 Corvette		3 Dralthi
Nav 5	1 Destroyer	3 Dralthi	3 Paktahn

Objective for Success

Blackmane base survives the battle.

Colonel Hart's Counsel

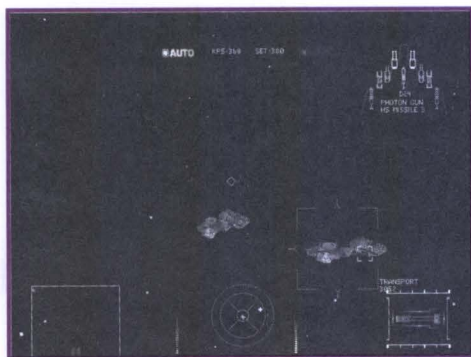
Fly in the Arrow or Hellcat with a standard load. This time out, fly with Cobra or Flint.



BLACKMANE SECTOR TWO

A Word from Colonel Hart

The Blackmane base is hard pressed to keep operational. To survive, she's going to need resupply. High Command has dispatched several transports to the sector. This mission has two parts. Your command is to take off and clear the nav points of Kilrathi resistance. Secondly, you are to meet up with the transports and escort them back to the base.



Link up with the transports and escort them back.

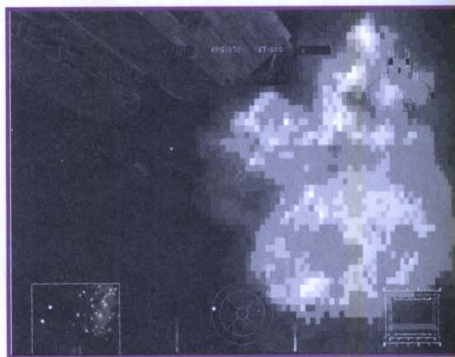
Colonel Hart's Tactical Analysis

The Cats are pretty sneaky. This mission smells of a trap. According to Confed Intel, one of our transports turned up missing two weeks ago. We suspect that the Kilrathi may have loaded this transport with explosives in an effort to lure in our fighters. You fly by to lock on autopilot and boom—no more transport and no more life.

Watch the transports at nav 3. One of them just might have a surprise tucked in its hold.



Intelligence reports indicate that the Kilrathi Ace Stalker is waiting at nav point 5. Be careful, there are asteroid belts at nav points 2 and 5.



Don't get suckered into the explosion.



MISSION SPECS

Role-Playing Decisions

<u>Character</u>	<u>Location</u>	<u>Choices</u>	<u>Impact</u>
Maniac	Berths	He's jealous It's none of his business	Increase Maniac's morale Decrease Maniac's morale



Enemies

<u>Location</u>	<u>Capital Ships</u>	<u>1st Wave</u>	<u>2nd Wave</u>
Nav 1		4 Dralthi	
Nav 3	4 Booby-trapped transports	4 Strakha	4 Strakha



Enemies

<u>Location</u>	<u>Capital Ships</u>	<u>1st Wave</u>	<u>2nd Wave</u>
Nav 1	2 Confed Tranports	3 Dralthi	
Nav 3	2 Confed Tranports	3 Vaktoth	4 Darket
Nav 5	2 Booby-trapped tranports	4 Strakha	

Objectives for Success

Destroy all Kilrathi fighters at nav 3 and get transports through to Blackmane base.

Colonel Hart's Counsel

Take out the Arrow with a standard load. Make sure that Vagabond or Vaquero is flying at your side.



WINNING PATH MISSIONS

BLACKMANE SECTOR THREE

A Word from Colonel Hart

When we send you out this time you'll be running a convoy escort mission. I'd love to tell you that this is going to be easy, but I'd be lying. The Kilrathi are more than aware of the Blackmane base and want to see it eliminated. They'll throw everything that they can to make sure that our supplies don't make it through.

Colonel Hart's Tactical Analysis

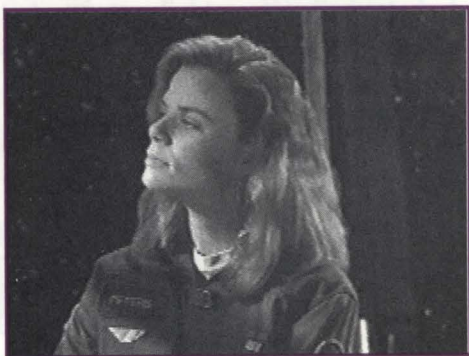
Reinstate Flint to the flight roster. She's a hot head but you need that hot head in a cockpit. Besides, if you don't do it, Captain Eisen will and you need to think about how that will effect the morale of the crew.

On this mission you're going to face some of the nastiest stuff that the Kilrathi can toss at you, namely their new Sorthak fighters. You should review your tactical readouts on this ship, but the key point is its mean aft turrets. Approach these on the sides if you value your life.

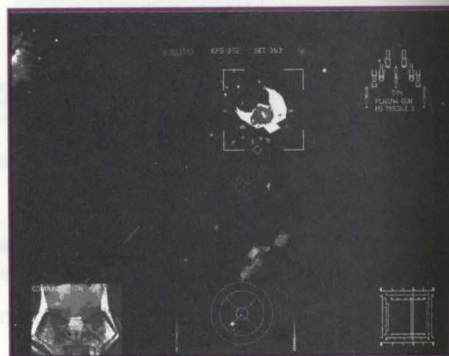
You'll be facing Strakha fighters as well. Make sure you carry enough FF class missiles to make their lives rough.



If you didn't take out Stalker last mission, he'll be waiting for you at the fourth nav point, and so will an asteroid field.



Go ahead. Reinstate her to the flight roster.



Take out those pesky Strakha fighters.

BLACKMANE SECTOR THREE



MISSION SPECS

Role-Playing Decisions

<u>Character</u>	<u>Location</u>	<u>Choices</u>	<u>Impact</u>
Flint	Gunnery Control	Put her back on the roster Let the Captain decide	Increase Flint's morale Decrease Flint's morale



Enemies

<u>Location</u>	<u>1st Wave</u>	<u>2nd Wave</u>
Nav 1	2 Sorthak	2 Sorthak
Nav 2	4 Strakha	4 Strakha
Nav 3	2 Vaktoth	2 Vaktoth

3D6

Enemies

<u>Location</u>	<u>Cptl Ships</u>	<u>1st Wave</u>	<u>2nd Wave</u>
Nav 1		3 Dralthi	
Nav 2	1 Corvette	2 Dralthi	3 Paktahn
Nav 3	1 Destroyer	3 Dralthi	3 Paktahn

Objective for Success

Get the transports to the base intact.

Colonel Hart's Counsel

Climb into the Arrow and stock up with a Heavy Load of IR and FF Missiles. Fly out with Cobra or Hobbes.



WINNING PATH MISSIONS

ARIEL SYSTEM ONE

A Word from Colonel Hart

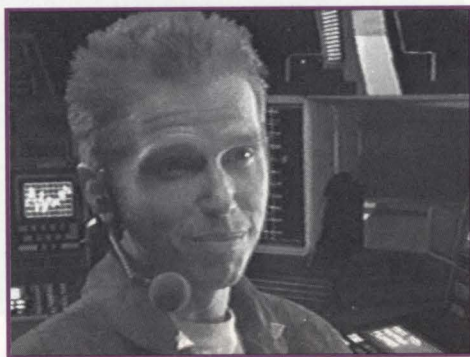
This time we're taking the fight into Kilrathi space for a change. But know this: we are outnumbered and outgunned. If the Kilrathi know that we are here, they will toast us for sure. You and your wingman are to clear the nav points. Don't let any of those fast cats get away. If they do, the whole quadrant will be tipped off that we're here.

Colonel Hart's Tactical Analysis

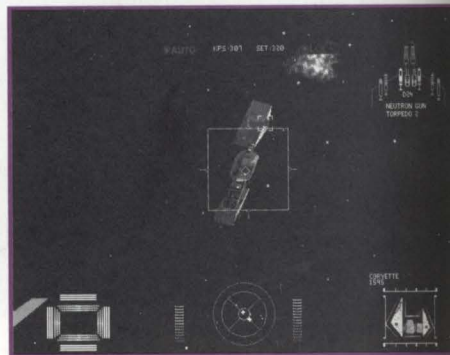
Rollins is on the Bridge. Sure he gets on your nerves, but sometimes the communications guys are the ones most in the know on a ship. Make sure you talk to him.

You are going to be taking on some Kilrathi heavies. Be sure you make full use of your wingman. This is going to be far from easy but fortunately the Longbow you are flying has rear turrets which will help you keep the Strakha off your tail. If you remember that they always de-cloak to your rear, this aft turret will help save your tail.

You'll encounter a Kilrathi carrier on this mission. When you see this ship, engage it immediately or it will continue to launch additional waves of fighters. You have a choice in taking her out; use the Longbow's torpedoes and take it out the hard way, or take your fighter in through the rear and blast out the inner guts of the ship (as well as any Cat fighters that are sitting on the flight deck). If you use this second tactic, you can deploy your torpedo against the Corvette.



Rollins usually has something to say.



Lock those torpedos on target.



MISSION SPECS

Role-Playing Decisions

<u>Character</u>	<u>Location</u>	<u>Choices</u>	<u>Impact</u>
Cobra	Flight Control	She's right She's out there	Increase Cobra's morale Decrease Cobra's morale
Vagabond	Living Quarters	He's worried about nothing We're just pilots	Increase Vagabond's morale Decrease Vagabond's morale



Enemies

<u>Location</u>	<u>Cptl Ships</u>	<u>1st Wave</u>		
Nav 1	1 Corvette 2 Transports	2 Strakha 4 Strakha		
Nav 2		4 Darket		
Nav 3	1 Carrier			
<u>Location</u>	<u>2nd Wave</u>	<u>3rd Wave</u>	<u>4th Wave</u>	
Nav 1	2 Strakha			
Nav 3	4 Dralthi	4 Darket	4 Vaktoth	



Enemies

<u>Location</u>	<u>Cptl Ships</u>	<u>1st Wave</u>	<u>2nd Wave</u>	
Nav 1	1 Corvette 1 Transport	2 Dralthi	3 Dralthi	
Nav 2		3 Asteroid Fighters		
Nav 3	1 Corvette 1 Carrier	3 Dralthi	3 Dralthi	

Objective for Success

Destroy all of the fighters and Kilrathi fighter ships.

Colonel Hart's Counsel

Head out in the Longbow and load it with Torpedoes and FF Missiles. Be sure Hobbes or Cobra is at your side.

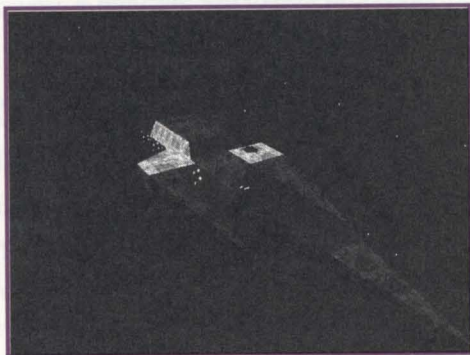


WINNING PATH MISSIONS

ARIEL SYSTEM TWO

A Word from Colonel Hart

The Kilrathi are making use of a nearby nebula to cover their operations. You need to fly in and take out their convoys. The whole operation is still silent running—we don't want the cats to know where we're at.



It may be pretty, but the Kilrathi are hiding in it.

Colonel Hart's Tactical Analysis

Hobbes is in Gunnery Control, feeling homesick. You'll need to talk to him and Rachel either on the Flight Deck or in Flight Control.

You are flying in and around a nebula so visual sighting is impaired. You'll need to rely on your instrument readings a lot more than usual on this mission.

Save your torpedoes. We have intercepted transmissions indicating Kilrathi heavy destroyers are nearby. Use any Friend or Foe missiles on the Corvettes and other ships as needed. Throw your wingman in against the heavy ships—your wingman is key to the success of this mission. Watch both Maniac and Hobbes though—both of them are likely to bail out once the heat picks up.



Hobbes confesses that he misses his homeland.



MISSION SPECS

Role-Playing Decisions

<u>Character</u>	<u>Location</u>	<u>Choices</u>	<u>Impact</u>
Vaquero	Berths	Stop worrying War is hell, buddy	Increase Vaquero's morale Decrease Vaquero's morale



Enemies

<u>Location</u>	<u>Cptl Ships</u>	<u>1st Wave</u>	<u>2nd Wave</u>	<u>3rd Wave</u>
Nav 1	Hvy Dstryr 1 Transport	4 Vaktoth 4 Darket	4 Vaktoth	4 Darket
Nav 2	1 Transport 1 Corvette			
Nav 3	1 Hvy Dstryr 1 Transport	4 Vaktoth	4 Vaktoth	4 Darket



Enemies

<u>Location</u>	<u>Cptl Ships</u>	<u>1st Wave</u>	<u>2nd Wave</u>
Nav 1	3 Transports	2 Vaktoth	
Nav 2	2 Transports 1 Corvette	2 Vaktoth	3 Dralthi
Nav 3	1 Destroyer 2 Transports	3 Dralthi	3 Dralthi

Objective for Success

You must destroy all Kilrathi ships in this mission in order to successfully fulfill your mission objectives.

Colonel Hart's Counsel

Use the Longbow or Thunderbolt and make sure you're carrying FF missiles in your load. Take Flint or Flash as your wingman.



WINNING PATH MISSIONS

ARIEL SYSTEM THREE

A Word from Colonel Hart

Ladies and gentlemen, we have a crisis situation here. Our time in this system is nearly up. The Kilrathi have discovered our presence and according to reliable sources, they're trying to put an end to our little combat patrol in their space. Confed Intel believes that the cats are most likely to deploy one of their prototype Skipper Missiles against us. If that happens, it's the end for all of us.

Your job is to keep us safe until we reach a jump point back to the Confederation.

Colonel Hart's Tactical Analysis

Flint's in the living quarters and wants a little face time with you. Give it to her. Not only is the Victory under threat of a Skipper Missile, there are indications that the Kilrathi may actually have a way to close a jump point! If that turns out to be true, getting out of here is going to be a real trick for everyone.



You won't have to face the Skipper missile in the 3DO version, and most of the following tactical analysis isn't relevant for you.

At nav point 1 we may have a way out of this mess. You can manually land back on the Victory after the Kilrathi are defeated there. Once you're on board the ship can jump, but it will take a long time to get back to the Confederation. The best choice is to press on to nav 2—even though that's where intelligence says a Corvette is waiting with a Skipper Missile.

As a combat pilot myself, I recommend you throttle your afterburners to full thrust and try to take out that Corvette before it can fire. Personally I only give that about a 10% chance of success—which means you'll have to go after that Skipper Missile.

You've dealt with Skipper missiles before and know that they're no joking matter. You'll have to channel power to your guns and get a good clean hit to take it out. Your wingman won't go after it; that's left to you as the acting Wing Commander.



MISSION SPECS



Enemies

<u>Location</u>	<u>Cptl Ships</u>	<u>1st Wave</u>	<u>2nd Wave</u>	<u>3rd Wave</u>	<u>4th Wave</u>
Intercept Pt		4 Darket 2 Paktahn			
Nav 1	1 Carrier	2 Strakha	2 Darket	2 Darket	2 Darket
Nav 2	1 Corvette	4 Vaktoth			

3D O

Enemies

<u>Location</u>	<u>Cptl Ships</u>	<u>1st Wave</u>	<u>2nd Wave</u>
Nav 1	1 Destroyer	3 Vaktoth	3 Vaktoth
Nav 2	3 Corvettes		
Nav 3		3 Strakha	3 Vaktoth
Nav 4	1 Cruiser 1 Destroyer	2 Vaktoth	

Objective for Success

Keep the Victory alive and stop the Skipper Missile.

Colonel Hart's Counsel

Fly out in a Thunderbolt loaded with Exchange Heat Seekers with IRs. Take Maniac or Cobra as your wingman.



WINNING PATH MISSIONS

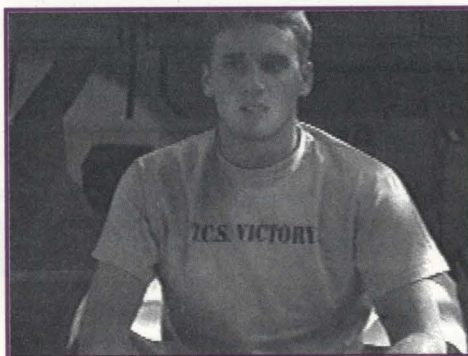
CALIBAN NEBULA ONE

A Word from Colonel Hart

This was one of those cases where, unfortunately, our intelligence folks were right. The Kilrathi have somehow closed off the jump point in the Ariel system. This has forced us into the Caliban Nebula where we can jump out. Your job is to get out there and protect our two destroyers from the wave of Kilrathi pursuers. The task force is counting on you.

Colonel Hart's Tactical Analysis

Go and spend some time with Flash down in the Berths. He may have some things he wants to bring to life.



Flash may actually have something pleasant to say.

This is a standard escort mission except for one thing; it might actually be considered easy. The destroyers that you're with are more than capable of dusting fighters as well. Don't be shocked when the destroyers take out the Kilrathi.



The ace Fireclaw will be waiting at nav point 1 if he's still alive.



MISSION SPECS

Role-Playing Decisions

<u>Character</u>	<u>Location</u>	<u>Choices</u>	<u>Impact</u>
Cobra and Hobbes	Flight Deck	Stick up for Hobbes Play along with her	Increase Hobbes' morale, Decrease Cobra's Decrease Hobbes' morale, Increase Cobra's
Maniac	Gunnery cntrl	Rag him Tough on both sides	Increase Maniac's morale Decrease Maniac's morale



Enemies

<u>Location</u>	<u>Capital Ships</u>	<u>First Wave</u>
Nav 1	1 Light Destroyer	4 Vaktoth
Nav 2	1 Light Destroyer	4 Vaktoth



Enemies

<u>Location</u>	<u>Capital Ships</u>	<u>First Wave</u>	<u>2nd Wave</u>
Nav 1	1 Destroyer	2 Darket 2 Paktahn	2 Darket 2 Paktahn
Nav 2	2 Corvettes 1 Cruiser	4 Sorthak	

Objectives for Success

Destroy six Kilrathi fighters and protect the Confederation Destroyers *Sheffield* and *Coventry*.

Colonel Hart's Counsel

The Thunderbolt's the bird of choice again. Trade Heat Seekers for FFs or IRs. Be sure to fly out with Flash or Maniac.



WINNING PATH MISSIONS

CALIBAN NEBULA TWO

A Word from Colonel Hart

The jig is up. Apparently the Kilrathi that have been following us have figured out that we're making our way toward a jump point out of the system. Those cats are turning tail to warn the Kilrathi clans. If they get away they'll be back in force. On this mission, you need to sweep out and destroy them before they can bring in reinforcements.

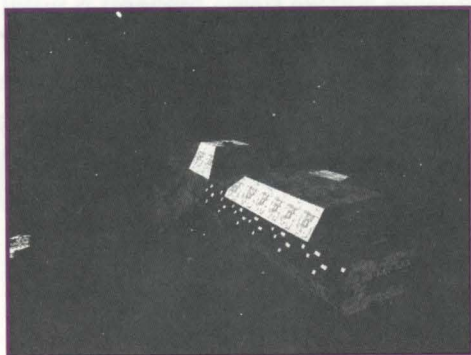
Hart's Tactical Analysis

Watch your use of missiles when you're out there. Our estimates show that the Kilrathi have a concentration of capital ships at nav point 3. You'll need those missiles for that encounter. When you get to nav 3, don't waste the missiles all on one ship, but let all of those ships have a taste of your warhead explosions.

Long range sensors show that there's a Kilrathi Scout Ship at nav 3 as well. This is a rare bird, probably the only one in this entire region. The Scout is a hybrid between a Corvette and a Destroyer. While this is a new class of ship and not one we have a lot of tactical data on, our analysis team recommends that you strafe its turrets and take them out first, then switch to your heavy guns and riddle the aft engine sections.



You won't have to face the Kilrathi scout ship. Don't worry though, you have a few more capital ships to worry about.



This is a rare ship, and it's up to you to make it extinct.



MISSION SPECS

Role-Playing Decisions

<u>Character</u>	<u>Location</u>	<u>Choices</u>	<u>Impact</u>
Flint	Flight cntrl	Tough getting old He's better off there	Increase Flint's morale Decrease Flint's morale



Enemies

<u>Location</u>	<u>Capital Ships</u>	<u>1st Wave</u>	<u>2nd Wave</u>
Nav 1		4 Darket	
Nav 2		6 Dralhti	4 Vaktroth
Nav 3	2 Corvettes 1 Destroyer 1 Scout Ship		



Enemies

<u>Location</u>	<u>Capital Ships</u>	<u>1st Wave</u>
Nav 1		5 Darket
Nav 2		3 Darket
	2 Tranports	
Nav 3	1 Corvette 1 Destroyer 1 Carrier	2 Darket

Objective for Success

Destroy all of the Kilrathi at the last nav point.

Colonel Hart's Counsel

Use the Thunderbolt or Longbow, and take IRs rather than Heat Seeking missiles. I'd pick Hobbes or Vagabond for your wingman.



WINNING PATH MISSIONS

CALIBAN NEBULA THREE

A Word from Colonel Hart

The good news is that we're near the jump point and about to return to the Confederation. The bad news is that the Kilrathi are on to us and determined to make sure that we don't just stroll away. Our long range sensor probes show that a large pursuit force is closing in on the *Victory* and they aren't coming to throw us a party. Scramble and protect our task force.

Hart's Tactical Analysis

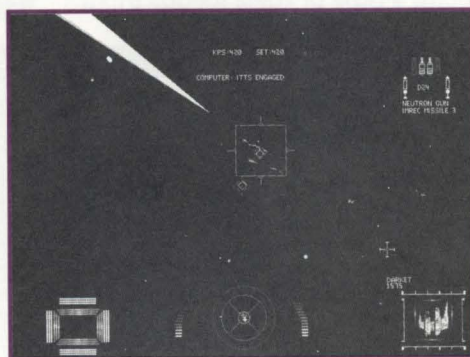
When you get a chance, talk to Hobbes on the Flight Deck.

The fighters coming at the *Victory* are the immediate threat that you and your wingman are going to have to deal with. Our scans show a Corvette incoming but it won't be a threat until you take care of the fighters.

The last nav point is where we expect the stiffest Kilrathi assault. It is my tactical recommendation that you reserve at least 75% of your missiles for that nav point.

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The Kilrathi ace Bloodmist is waiting at nav point 2.



Save your missiles for later.

CALIBAN NEBULA THREE



MISSION SPECS



Enemies

<u>Location</u>	<u>Capital Ships</u>	<u>First Wave</u>	<u>Second Wave</u>
Intercept	1 Corvette	4 Darket	
Nav 1	1 Corvette	4 Darket	
Nav 2	1 Corvette	4 Dralithi	2 Dralithi
<u>Location</u>	<u>3rd Wave</u>	<u>4th Wave</u>	<u>5th Wave</u>
Nav 2	4 Vaktoth	2 Darket 2 Vaktoth	4 Darket



Enemies

<u>Location</u>	<u>Capital Ships</u>	<u>First Wave</u>	<u>Second Wave</u>	<u>3rd Wave</u>
Nav 1		4 Darket	3 Paktahn	
Nav 2	1 Destroyer	3 Darket	4 Darket	4 Paktahn
Nav 3	2 Destroyers	4 Darket	1 Sorthak	

Objective for Success

Destroy 75% of the Kilrathi force.

Colonel Hart's Counsel

Fly out in an Arrow or Hellcat with a standard load and make sure Vaquero or Vagabond is with you.

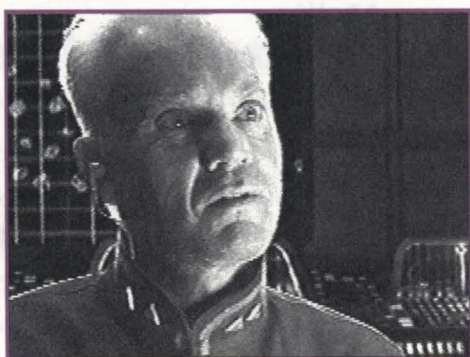


WINNING PATH MISSIONS

TORGO SYSTEM ONE

A Word from Colonel Hart

I know that you've met with Admiral Tolwyn, so I'll keep this short. The war effort hasn't been going well for the Confederation, but not all is lost. High Command has been developing a super weapon for us—the *Behemoth*. It is a large particle accelerator, powerful enough to destroy a planet. Specifically, it can be used against Kilrah itself, hopefully bringing this conflict to the end once and for all.



Your hero, Admiral Tolwyn.

The Kilrathi don't know what it is, but they are determined to destroy anything that is marked as part of the Confederation Navy. Your mission is to defend the *Behemoth*.

Colonel Hart's Tactical Analysis

All of the pilots under your command will scramble on this mission and will listen to your orders. Flint is your personal wingman. Because you have a large number of fighters on your side out there, don't hesitate to assign them targets.

Send your fellow pilots after the Paktahn fighters that go after the *Behemoth*. If you remember the briefings back at the academy, the Paktahn is most vulnerable on the sides. Wait until they make the turn inward toward the *Behemoth*, then hit them on their flanks.



MISSION SPECS

Role-Playing Decisions

<u>Character</u>	<u>Location</u>	<u>Choices</u>
Admiral Tolwyn	Flight Deck	We're all equals here Score points with the Admiral
Flint	Gunnery Control	She can see Tolwyn's a jerk It's none of her business



Enemies

<u>Location</u>	<u>1st Wave</u>	<u>2nd Wave</u>	<u>3rd Wave</u>	<u>4th Wave</u>
Nav 1	2 Paktahn	2 Strakha		
Nav 2	2 Vaktoth 2 Paktahn	2 Vaktoth 2 Paktahn	2 Vaktoth 2 Paktahn	2 Vaktoth 2 Paktahn
Nav 3	2 Vaktoth 2 Paktahn			



Enemies

Location: Nav 1

<u>Cptl Ships</u>	<u>1st Wave</u>	<u>2nd Wave</u>	<u>3rd Wave</u>	<u>4th Wave</u>	<u>5th Wave</u>
1 Cruiser 1 Destroyer	4 Dralithi	3 Vaktoth	3 Dralithi	3 Vaktoth	4 Dralithi

Objectives for Success

Protect the *Behemoth* and destroy half of the Kilrathi fighters.

Colonel Hart's Counsel

This time take the dependable Arrow with a standard load. Everyone will scramble to fight, so you won't need to pick a wingman.



WINNING PATH MISSIONS

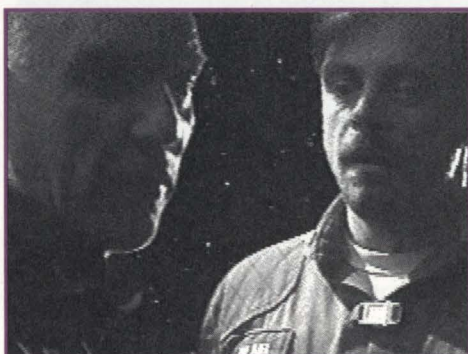
TORGO SYSTEM TWO

A Word from Colonel Hart

The *Behemoth* is going to heave too and make repairs. Your task is a tricky one. You're to make sure that the Kilrathi don't come in while it's under repair. To achieve this, you'll have to take off to the assigned nav points and drop mines at each one. By mining the points, you'll hinder the cats from pressing in on us until we are ready for them.

Colonel Hart's Tactical Analysis

Admiral Tolwyn is on the Bridge waiting to talk to you. And is if your day wasn't going well enough, Radio-man Rollins is on the elevator hovering around just to bend your ear.

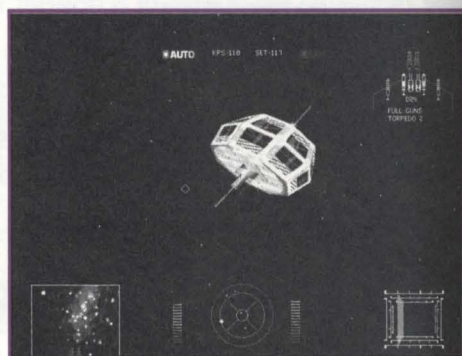


Tolwyn has a few things to say.

You need to drop two mines at each of the nav points. Do this once you have cleared out the Kilrathi fighters that are there.



Intelligence says that two Kilrathi aces may be flying on this one: Deathfang at nav 1 and Fireclaw at nav 2.



Leave a few of these for the cats.



MISSION SPECS



Enemies

<u>Location</u>	<u>1st Wave</u>
Nav 1	2 Vaktoth 2 Paktahn
Nav 2	2 Vaktoth 2 Paktahn
Nav 3	2 Vaktoth 2 Paktahn
Nav 4	2 Vaktoth 2 Paktahn



Enemies

<u>Location</u>	<u>Cptl Ships</u>	<u>1st Wave</u>	<u>2nd Wave</u>
Nav 1	1 Destroyer	2 Vaktoth	
Nav 2	1 Carrier 1 Corvette	2 Vaktoth	2 Darket
Nav 3		4 Vaktoth	2 Sorthak 4 Vaktoth
Nav 4	1 Destroyer	3 Vaktoth	

Objective for Success

Mine all four jump points with two mines.

Colonel Hart's Counsel

Take a Longbow and load all missile hard points with IRs. (Don't unload your mines, though!) Select either Flint or Cobra as your wingman.



WINNING PATH MISSIONS

TORGO SYSTEM THREE

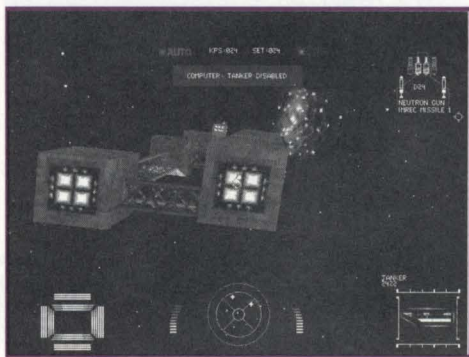
A Word from Colonel Hart

The *Behemoth* is ready to get underway but it's low on fuel, and there's no way for the Quartermaster corps to get enough tankers out here to get that blasted gun underway.

Don't worry though, our tactical staff has an idea or two up their sleeve. There are some Kilrathi tankers nearby. So, what we can't buy, we can steal. You and your fighters are to fan out and hit the Kilrathi tankers and cripple them. The *Behemoth* will follow and simply take the fuel from the ships you cripple.

Colonel Hart's Tactical Analysis

This mission is not one that you can win with a heavy trigger finger. Your job is to cripple the transports, not destroy them. This means you're going to have to fire on their engines using your guns only. A missile might just set off the fuel you were sent to recover. A program has been downloaded into your combat computer that will tell you when the transports have been disabled. The only problem you have after that is making sure that you don't confuse the transports that you have disabled with those that are still operational. If you keep blasting at a disabled transport you'll blow it sky high and trash the mission.



Once you disable one transport, move on to the next.

The asteroid fighters you'll face are a tactical pain in the rump. These ships are more rock than fighter. These things are hard to tail because they shed off rock debris as you shoot them. While we can never be sure, our tactical analysis staff indicates

that they believe the asteroid fighters carry a large number of mines. If you follow them too close they will drop mines right in your path.



You won't have to contend with any asteroid fighters this time around, but you will have to face off against some capital ships and almost an entire squadron of Dralhti fighters.



MISSION SPECS



Enemies

Location: Nav 1

<u>Cptl Ships</u>	<u>1st Wave</u>	<u>2nd Wave</u>	<u>3rd Wave</u>	<u>4th Wave</u>
3 Trnsprts	2 Astrd Ftrs	2 Astrd Ftrs	2 Astrd Ftrs	2 Astrd Ftrs



Enemies

Location: Nav 1

<u>Cptl Ships</u>	<u>1st Wave</u>	<u>2nd Wave</u>	<u>3rd Wave</u>	<u>4th Wave</u>	<u>5th Wave</u>
2 Tankers 1 Cruiser	3 Dralhti	3 Dralhti	3 Dralhti	3 Dralhti	3 Dralhti

Objective for Success

Disable (not destroy) three tanker transports.

Colonel Hart's Counsel

Fly out in an Arrow with a standard load and take Cobra or Flint with you.



WINNING PATH MISSIONS

LOKI VI ONE

A Word from Colonel Hart

The *Behemoth* must be tested before we use it on Kilrah. Can you imagine what would happen if we pulled the trigger and the thing simply went "pop"? Your mission is to take out the Kilrathi in system so we can test fire this super gun. After that, we go to Kilrah and put an end to the war once and for all.

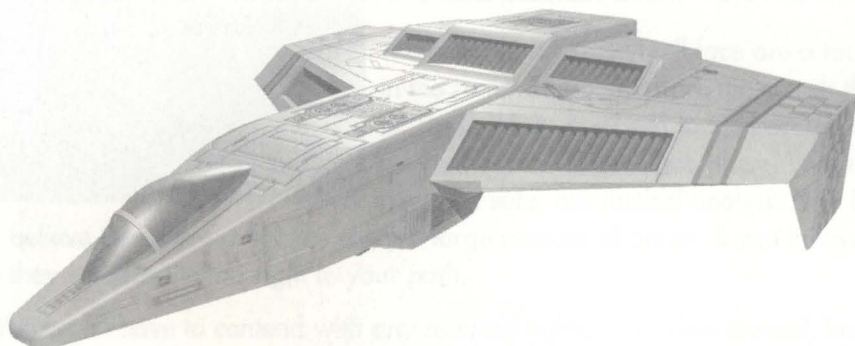
Colonel Hart's Tactical Analysis

Rachel is waiting to talk to you on the Flight Deck and Vaquero is in the Berths. Make sure you take the time to speak with them.



Take some time to talk with your mechanic.

There's a time to pick the right gun for a fight, and there's a time to shoot everything you've got. On this mission, make sure you're switched to full guns and that you allocate power to your weapons and shields. This is a dog-fight, and those heavy Vaktos are not easy to take out without full firepower and a ship that can hang in a battle for a long while.





MISSION SPECS



Enemies

<u>Location</u>	<u>Cptl Ships</u>	<u>1st Wave</u>	<u>2nd Wave</u>	<u>3rd Wave</u>
Nav 1	2 Corvettes	4 Darket	4 Vaktoth	
Nav 2		6 Dralhti		
Nav 3		6 Vaktoth	4 Darket	4 Strakha



Enemies

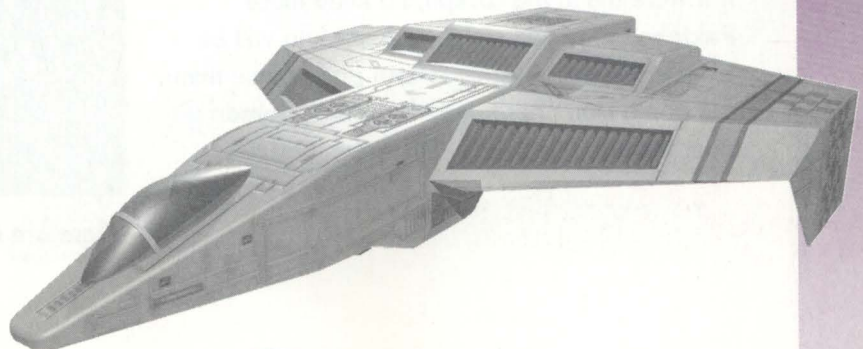
<u>Location</u>	<u>Cptl Ships</u>	<u>1st Wave</u>	<u>2nd Wave</u>
Nav 1		4 Dralhti	
Nav 2		4 Darket	
Nav 3	1 Corvette 2 Gun Platforms	2 Dralhti	3 Darket

Objective for Success

Destroy all Kilrathi ships.

Colonel Hart's Counsel

Take an Arrow with a standard load again, but fly with Maniac or Flash.





WINNING PATH MISSIONS

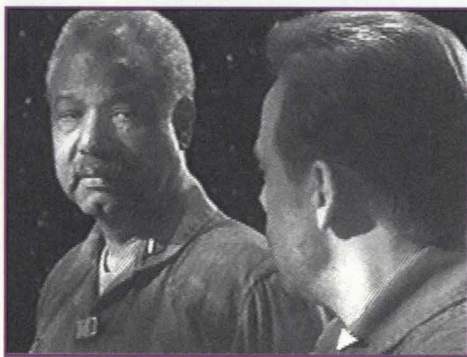
LOKI VI TWO

A Word from Colonel Hart

The fire from the *Behemoth* is incredible. It's everything that the Confederation hoped it would be. The dark side to us firing this weapon is that we have tipped our hands to the Kilrathi. They now know that we have a weapon that can end the war and are willing to throw their fighters in after it.

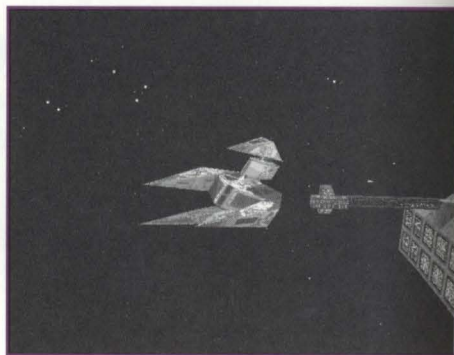
Colonel Hart's Tactical Analysis

A lot of people will want a word with you. Admiral Tolwyn is on the Bridge and Cobra is willing to speak to you in the Berths. I recommend you take a trip to the Gunnery Control and speak with Captain Eisen and Rachel on the Flight Deck. While I wouldn't usually recommend it, Maniac is worth visiting in the Living Quarters.



You'd better have a word with the chief.

If it were me in the cockpit, I'd keep those Paktahn in my gun sights. The Strakha will be tempting you constantly to turn and pursue them, but don't. Don't hesitate to let your wingman go after them.



These are the boys to worry about.



MISSION SPECS



Enemies

<u>Location</u>	<u>Cptl Ships</u>	<u>1st Wave</u>	<u>2nd Wave</u>	<u>3rd Wave</u>
At Takeoff	2 Corvettes	4 Paktahn	4 Strakha	2 Paktahn



Enemies

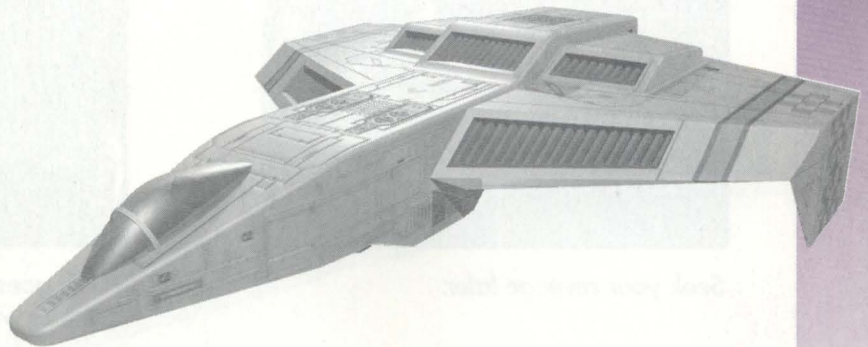
<u>Location</u>	<u>Cptl Ships</u>	<u>1st Wave</u>	<u>2nd Wave</u>
At Takeoff		4 Strakha	3 Dralithi
Nav 1		3 Dralithi	3 Vaktoth

Objective for Success

Protect the *Behemoth*.

Colonel Hart's Counsel

Take out an Arrow or Hellcat with a standard load. Pick Vagabond or Flash as your wingman.





WINNING PATH MISSIONS

LOKI VI THREE

A Word from Colonel Hart

We're one jump from Kilrah. Long range sensors show the Kilrathi coming at us in force. I don't think we're going to be able to hold them off, but somehow we'll have to try. We've been unable to confirm it, but we believe that Prince Thrakhath himself is leading the assault force closing in on us. They plan to destroy the *Behemoth* and our last hope at a quick end to this war.

Colonel Hart's Tactical Analysis

Far be it from me to be a naysayer, but there's no hope at winning this fight. Order your wingman back to the *Victory* the first chance you get. You'll be lucky to get out of here in one piece yourself given the number of incoming Paktahn fighters.

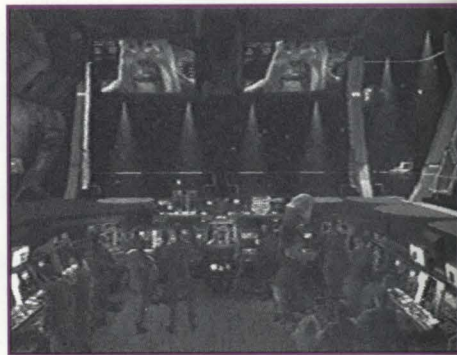
I know that you and Cat-Prince have a history of fighting. He's going to try to lure you after him. If you go, you're going to miss your ride of the system. There will be another day and another time to face this Prince.



Deathfang, Deathstroke, and Bloodmist, the Kilrathi aces (if you haven't dusted them already), will be waiting to tangle with you this time. Fly carefully; you'll be heading right through a minefield.



Seek your revenge later.



There goes the Confederation's ultimate weapon.



MISSION SPECS



Enemies

<u>Location</u>	<u>1st Wave</u>	<u>2nd Wave</u>	<u>3rd Wave</u>	<u>4th Wave</u>
Nav 1	4 Paktahn	4 Paktahn	4 Paktahn	4 Paktahn



Enemies

Location: Nav 1

<u>1st Wave</u>	<u>2nd Wave</u>	<u>3rd Wave</u>	<u>4th Wave</u>	<u>5th Wave</u>	<u>6th Wave</u>
2 Vaktoth	3 Vaktoth	3 Dralthi	4 Dralthi	3 Paktahn	4 Paktahn

Cptl Ships

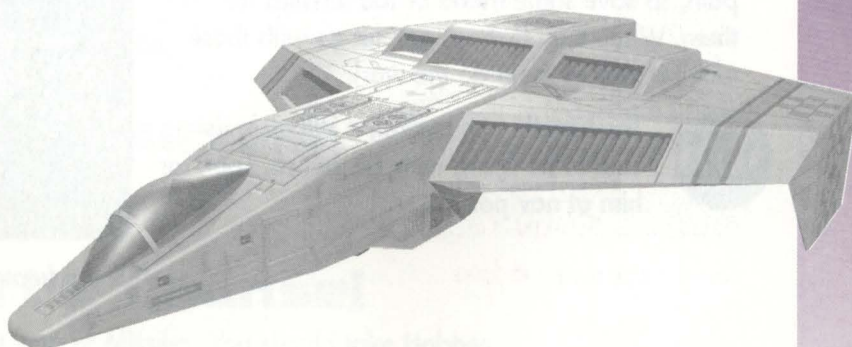
2 Destroyers

Objective for Success

Land aboard the *Victory* in time to jump out of the system.

Colonel Hart's Counsel

Use an Arrow with a standard load, and be sure to select Hobbes as your wingman.





WINNING PATH MISSIONS

ALCOR SECTOR ONE

A Word from Colonel Hart

This isn't a time to sit and cry over what might have been. Angel is dead. The *Behemoth* is a memory. The Kilrathi are hoping to break our will, but we won't give them that satisfaction. You need to scramble and protect this ship at all costs.



Don't drink and fly.

Hart's Tactical Analysis

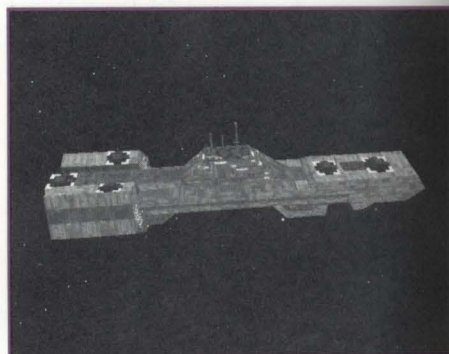
If you fly out there hammered, your controls are going to respond like taffy and your ship's reaction is going to be erratic at best. Lay off the sauce and stick to the battle.

Out of all of the missions you are likely to fly on this tour of duty, this one is the hardest that you'll face—harder than anything you have taken on before. The cats are throwing everything but the kitchen sink in after us. Conserve your missiles so that you have something for the later waves of fighters, especially the Sorthak heavies that are incoming.

The destroyer that is flying with us can give you some cover fire as well, taking out some of the Kilrathi. You know those Strakha fighters are a pain, so save some friend or foe missiles for them. When they first appear, let go with those missiles and let them do the work.



The Kilrathi ace Stalker, if still alive, is said to be flying with this bunch. Look for him at nav point 5.



Some heavy guns are along for the ride.



MISSION SPECS

Role-Playing Decisions

<u>Character</u>	<u>Location</u>	<u>Choices</u>	<u>Impact</u>
Rachel	Living Quarters	She's okay, she understands Ah, the hell with it, I'll have another drink	Increase Rachel's morale Decrease Rachel's morale



Enemies

<u>Lctn</u>	<u>Cptl Ships</u>	<u>1st Wave</u>	<u>2nd Wave</u>	<u>3rd Wave</u>	<u>4th Wave</u>
Nav 1	4 Corvettes	4 Vaktoth	8 Darket		
Nav 2		2 Vaktoth 4 Paktahn	6 Dralthi	6 Dralthi	4 Paktahn
Nav 3		4 Strakha			
Nav 4		4 Vaktoth			
Nav 5		2 Sorthak	2 Sorthak		



Enemies

<u>Location</u>	<u>Cptl Ships</u>	<u>1st Wave</u>	<u>2nd Wave</u>	<u>3rd Wave</u>
Nav 1	1 Corvette	4 Dralthi	4 Vaktoth	3 Darket
Nav 2		3 Dralthi	2 Vaktoth	
Nav 3	3 Corvettes			
Nav 5		4 Strakha		

Objective for Success

Destroy or drive off all Kilrathi ships.

Colonel Hart's Counsel

Fly the Arrow and load it with FF Missiles. You should take Hobbes.



WINNING PATH MISSIONS

ALCOR SECTOR TWO

A Word from Colonel Hart

Your wing is going out on a combat air patrol ahead of the fleet. Your job is to clear the nav points of Kilrathi. After the pasting they gave us with the *Behemoth*, they must be getting cocky, so use that to your advantage if you can. The war isn't over yet.

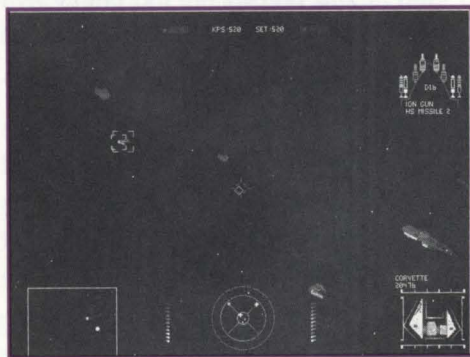
Colonel Hart's Tactical Analysis

Rollins is waiting to speak to you in the Living Quarters.

Long range sensor sweeps show nav 1 to be a hot spot. There are four Corvettes there. No, I wasn't joking, I mean it. Don't jump on them until you have taken care of their fighter cover. Once they're stripped of their fighter screen, they can be dealt with one or two at a time if you employ your wingman. I can't explain it, but it always seemed odd to me that my wingman could take out one of those ships faster than I could. It must be one of those illusions you get when you're in combat.

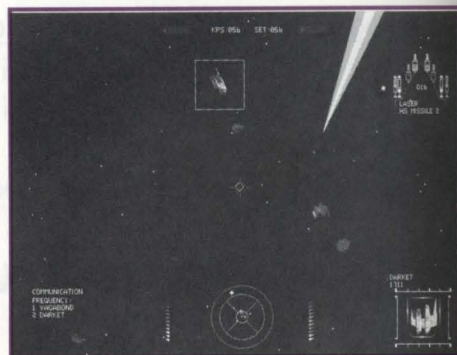


If you still haven't nailed Stalker, he's waiting at nav 2. So is a minefield! In addition to the Kilrathi at nav 3 you'll also find an asteroid belt.



Don't be tempted by the Darket fighters trying to lure you off. Use any heat seekers that you still have in the tubes to take care of them. Lock on, fire, and peel off, just like in the textbooks.

These are just too much to handle on your own.



Don't let the Darkets lure you away.



MISSION SPECS

Role-Playing Decisions

<u>Character</u>	<u>Location</u>	<u>Choices</u>	<u>Impact</u>
Flint	Flight Deck	She's right Ah, I don't have to listen to this	Increase Flint's morale Decrease Flint's morale
Cobra	Living Qtrrs	She's got a point Doesn't matter	Increase ship and Cobra's morale Decrease ship and Cobra's morale
Paladin	Gunnery Cntrl	Punch the #\$\$%#\$# Ah, Paladin's on my side	Increase ship morale Decrease ship morale



Enemies

<u>Location</u>	<u>Cptl Ships</u>	<u>1st Wave</u>	<u>2nd Wave</u>	<u>3rd Wave</u>
Nav 1	4 Corvettes 1 Lght Destroyer	6 Darket		
Nav 2		4 Astrd Fghtrs	4 Strakha	
Nav 3	1 Lght Destroyer	4 Paktahn	6 Darket	4 Darket 4 Dralhti



Enemies

<u>Location</u>	<u>Cptl Ships</u>	<u>1st Wave</u>	<u>2nd Wave</u>
Nav 1	3 Corvettes	3 Darket	
Nav 2		4 Strakha	
Nav 3		3 Asteroid Fighters	3 Asteroid Fighters
Nav 4		5 Dralhti	

Objectives for Success

Destroy all Kilrathi ships and keep your squadron alive.

Colonel Hart's Counsel

Fly out in the Longbow or Thunderbolt with a standard load, and select Vagabond or Cobra to fly with you.



WINNING PATH MISSIONS

ALCOR SECTOR THREE

A Word from Colonel Hart

Nothing is worse than a traitor. I know that he was your friend, but the jury is in on where he stands. If you don't go after him now, you'll end up facing him again before all of this is over. But be warned—Eisen may have the best advice. You may not want to go after Hobbes just yet, because taking him out is going to have a high price tag.



She tried to stop the traitor.

Colonel Hart's Tactical Analysis

I've seen Hobbes' service record. He's one hot pilot. Divert your power to guns and shields before you autopilot after him. I recommend that you switch to full guns and missile salvo fire.

His fighting pattern is to come out with blazing missiles, so be ready to drop those decoys as soon as you see him. Close in with afterburners and let those missiles fly. If you don't get him quick, he can evade you almost forever. Take him out but try to save at least one missile or two if you can. At the last nav point is Stalker, the famed Kilrathi ace. They must have sent him in to escort Hobbes back to safety.



A few final words from your old friend.



MISSION SPECS

Role-Playing Decisions

<u>Character</u>	<u>Location</u>	<u>Choices</u>	<u>Impact</u>
Vagabond	Living Qtrs	He shouldn't blame himself This guy's wrapped way too tight	Increase Vagabond's morale Decrease Vagabond's morale



Enemies

<u>Location</u>	<u>1st Wave</u>	<u>2nd Wave</u>
Nav 1	Thunderbolt (Hobbes)	
Nav 2	4 Strakha	4 Paktahn



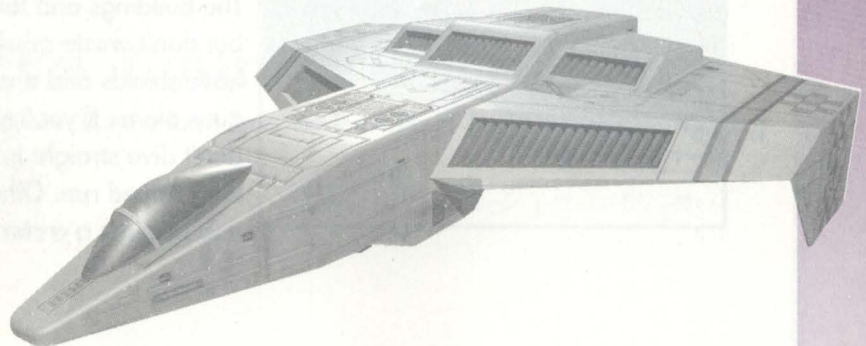
You will only have to face Hobbes.

Objectives for Success

Kill Hobbes and all other Kilrathi ships.

Colonel Hart's Counsel

Take the Hellcat with a standard load. You don't get a wingman for this one: it's a private vendetta.





WINNING PATH MISSIONS

ALCOR SECTOR FOUR

A Word from Colonel Hart

So the Behemoth wasn't the only chance. Dr. Severin is on the planet surface. You must fly in and clear out the resistance so we can get the Marines down and rescue him. I've heard the scuttlebutt on the ship about the Doc. Don't let that get to you. If he can bring this war to an end, then I say let's get him out and get him out in one piece.

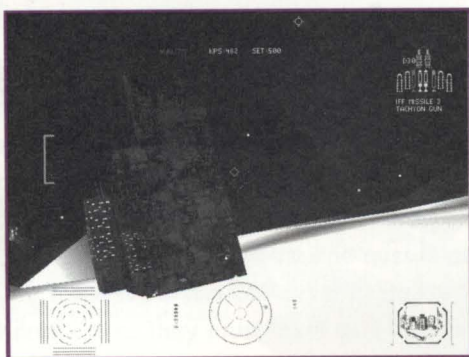
Colonel Hart's Tactical Analysis

This is your first planetary assault run, so there's something important you need to know. When you drop down to the surface you'll lose your power settings. It has something to do with the computer resetting for atmospheric distortion, but the key is that everything resets as soon as you drop to the surface.

Truth be told, Ekapshi are a pain. They do everything they can to lure you into a power dive of death. Watch the altimeter when you go after them so you don't end up plastered on the hillsides. The Shelton Slide tactic is pretty useful against them as well. Clear them out and hit the prison complex at nav 3.



The good news is that you won't have to tangle with any Ekapshi. The bad news is that you'll have to take out 4, count 'em, 4 Kilrathi gun platforms. Be careful out there.



The ground from the air.

The buildings and tanks that you see are targets, but don't waste missiles on them. They don't have shields and are relatively easy to toast with guns alone. If you're making a run on a tank, don't dive straight in on top of it—start from a long sloped run. Otherwise you'll blast the tank and become a crater on the surface.



MISSION SPECS



Enemies

<u>Location</u>	<u>1st Wave</u>	<u>2nd Wave</u>
Nav 1	6 Darket	
Nav 2	6 Ekapshi	
Nav 3	4 Ekapshi	
	4 Tanks	2 Ekapshi
Nav 5	4 Ekapshi	2 Ekapshi
	6 Tanks	



Enemies

<u>Location</u>	<u>Cptl Ships</u>	<u>1st Wave</u>	<u>2nd Wave</u>	<u>3rd Wave</u>
Nav 1	1 Destroyer 3 Gun Platforms	3 Dralthi	3 Dralthi	3 Dralthi



Objectives for Success

Clear the way for the marines to land.

Objectives for Success

Destroy all Kilrathi vehicles and fighters and the prison complex buildings.

Colonel Hart's Counsel

Don't bother with anything else but the Excalibur, loaded with FF Missiles. Take Flash along as your wingman.



WINNING PATH MISSIONS

FREYA SECTOR ONE

A Word from Colonel Hart

If we can get the Temblor Bomb operational, we'll need a way to get to Kilrah to make use of it. The Freya jump point is the means to reach the enemy homeworld. You are being ordered to eliminate the Kilrathi presence in this system so that we can secure the jump point.

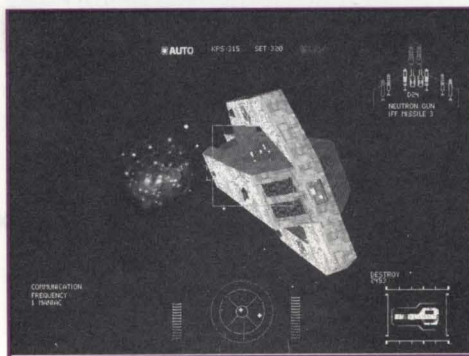
Colonel Hart's Tactical Analysis

A Kilrathi Destroyer and fighter support are sitting at nav 1. Destroyers are nasty ships to deal with alone, even worse when you have enemy fighters hitting you like a swarm of angry bees. I strongly suggest that you engage the fighters first, then go after that capital ship. Trying to deal with the fighters and their charge at the same time would be suicide.

When you go for the Destroyer make sure you take advantage of the Shelton Slide tactic to destroy the turrets near the rear of the ship. Concentrate your firepower on the weaker engine section. You'll want to divert power to your shields and guns for nav 1, just so you don't become a memory under the firepower of that capital ship.



Watch out for the new Kilrathi super destroyers: you're going to be able to see a few of them firsthand. Also, the Kilrathi ace Deathstroke, if you haven't sent him home in a box, is lurking at nav 1. The second and third wave of Dralhti at nav 3 won't be around to chase you if you blow up their carrier in the first wave.



Don't stray too close for too long.



MISSION SPECS

Role-Playing Decisions

<u>Character</u>	<u>Location</u>	<u>Choices</u>	<u>Impact</u>
Rollins	Elvtr	Well, Vagabond had his reasons	Increase ship morale
Maniac	Living Qrtz	Vagabond went too far You're asking for it. I don't need this	Decrease ship morale Increase Maniac's morale Decrease Maniac's morale



Enemies

<u>Location</u>	<u>Cptl Ships</u>	<u>1st Wave</u>	<u>2nd Wave</u>	<u>3rd Wave</u>
Nav 1	1 Heavy Dstryr	2 Darket	4 Darket	
Nav 2	2 Corvettes	4 Dralthi	4 Dralthi	
Nav 3	1 Carrier	4 Dralthi	4 Darket	4 Dralthi



Enemies

<u>Location</u>	<u>Cptl Ships</u>	<u>1st Wave</u>	<u>2nd Wave</u>	<u>3rd Wave</u>
Nav 1		4 Dralthi		
Nav 2	2 Super Dstryr	3 Darket	3 Darket	4 Darket
Nav 3	1 Carrier 1 Super Dstryr	3 Dralthi	3 Dralthi	3 Dralthi

Objective for Success

Destroy all Kilrathi ships.

Colonel Hart's Counsel

Fly out in the Longbow or Excalibur. I highly recommend IR and FF missiles. Take Flint or Flash along at your side.



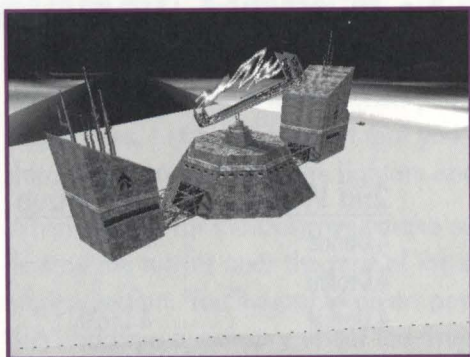
WINNING PATH MISSIONS

FREYA SECTOR TWO

A Word from Colonel Hart

Word from the CIC is that we have pinpointed the location of the system jump point—the back door to Kilrah itself. The only problem is that we've been able to determine that the point is protected by a shield generator on the planet below.

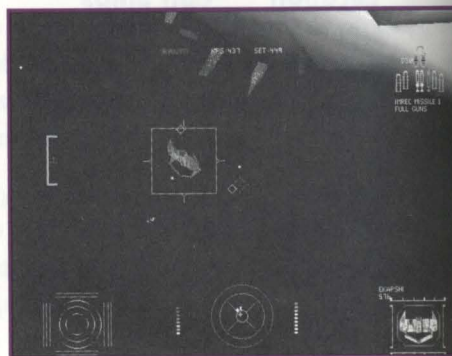
You're the best shot that we have at this. Take the Excalibur and dive down to the surface. Knock out that shield generator and the jump point is ours for the taking.



This is what you need to take out.

Colonel Hart's Tactical Analysis

You're going to be facing the Ekapshi aerospace fighter on your approach to the surface. Reserve your missiles for use against these rather than waste them on the space leg of your mission.



Use your missiles on the Ekapshi.

As you make your run on the planet, you'll be able to identify the shield generator by a blue arc over the top of it. Don't waste missiles on it; your guns alone can take out any buildings that the Kilrathi have on the surface. If you drop the ball on this one we'll lose the jump point to Kilrah and our only hope of putting an end to this war.

3 D O

You won't have to face the Ekapshi, but the 4 gun platforms should entertain you quite nicely.



MISSION SPECS

Role-Playing Decisions

<u>Character</u>	<u>Location</u>	<u>Choices</u>	<u>Impact</u>
Eisen	Bridge	Try the hard sell Try the soft touch	Increase ship morale Decrease ship morale



Enemies

<u>Location</u>	<u>First Wave</u>
Nav 1	4 Dralthi
Nav 2	4 Ekapshi
Nav 3	4 Ekapshi
Nav 4	4 Ekapshi
Nav 5	2 Dralthi
Nav 6	2 Dralthi



Enemies

<u>Location</u>	<u>Cptl Ships</u>	<u>First Wave</u>	<u>2nd Wave</u>
Nav 1	4 Gun Platforms	3 Sorthak	2 Darket 1 Sorthak

Objective for Success

Destroy the shield generator.

Colonel Hart's Counsel

Take the Excalibur with a standard load or IRs. Don't bother with a wingman. This is a solo mission.



WINNING PATH MISSIONS

FREYA SECTOR THREE

A Word from Colonel Hart

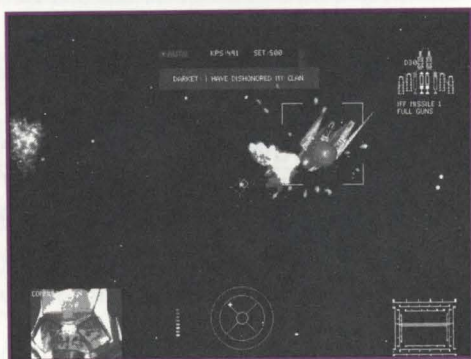
I was afraid this might happen, but I'm not surprised, given how close we are to the heart of the Kilrathi Empire. They have learned that we're holding this position and are throwing everything they have to get it back. Now that they have lost their spy, they aren't sure what we're up to yet—so hold that jump point at all costs and take out those cats so we can put the bomb to work.

Colonel Hart's Tactical Analysis

If I had a choice, and you do, I'd take the Excalibur anytime you fly. Against those Darket fighters you'll be able to take them on in a head-on attack. Switching to full guns allows you to blast them with a single direct hit.



Haven't you blown the ace Deathfang away yet? If you haven't, he'll be gunning for you this time out.



Switch to full guns to take out the Darkets.

FREYA SECTOR THREE



MISSION SPECS



Enemies

<u>Location</u>	<u>Cptl Ships</u>	<u>1st Wave</u>	<u>2nd Wave</u>	<u>3rd Wave</u>	<u>4th Wave</u>
Nav 1	1 Corvette	3 Dralithi	2 Darket	3 Darket	2 Darket
<u>Location</u>	<u>5th Wave</u>	<u>6th Wave</u>	<u>7th Wave</u>		
Nav 1	3 Vaktoth	3 Vaktoth	3 Darket		



Enemies

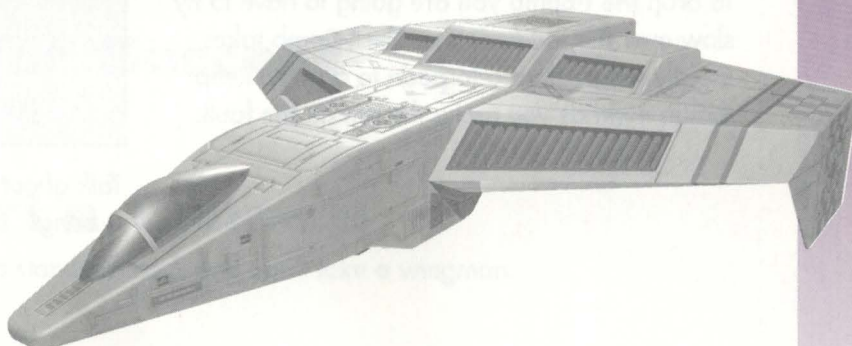
<u>Location</u>	<u>Cptl Ships</u>	<u>1st Wave</u>	<u>2nd Wave</u>	<u>3rd Wave</u>	<u>4th Wave</u>
Nav 1	1 Corvette	4 Vaktoth	4 Sorthak	4 Vaktoth	3 Vaktoth
<u>5th Wave</u>	<u>6th Wave</u>				
4 Vaktoth	4 Vaktoth				

Objective for Success

Destroy 75% of the Kilrathi force.

Colonel Hart's Counsel

Take the Excalibur with a standard load. Fly out with either Flash or Vagabond.





A Word from Colonel Hart

WAVEFORM

KPS 1000 SET 0000

1173 ENHANCED

COMPUTER 1173 ENHANCED

DISEASE

HIV RESISTANCE

TREATMENT DATA

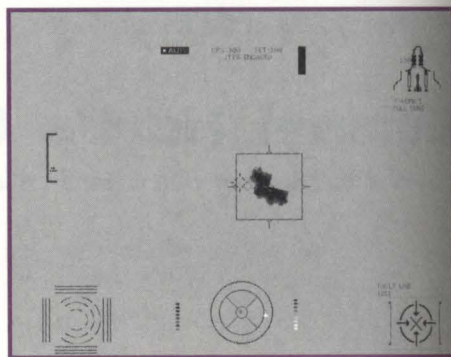
EXAMPHEN

1173

Watch out for the Ekapshi fighters.

Colonel Hart's Tactical Analysis

To drop the T-Bomb you are going to have to fly slow over the red fault line. The T-Bomb takes slightly longer than a torpedo to arm, so keep that in mind as you make the run on the fault.



Talk about finishing your mission with a bang!



MISSION SPECS

Role-Playing Decisions

<u>Character</u>	<u>Location</u>	<u>Choices</u>	<u>Impact</u>
Rachel	Living Qtrs	Oh boy, kiss her It would never work	Increase Rachel's morale, Decrease Flint's morale Increase Flint's morale, Decrease Rachels morale
Flint	Living Qtrs	Kiss her Avoid the trouble	Increase Flints' morale, Decrease Rachel's morale Increase Rachel's morale, Decrease Flint's morale



Enemies

<u>Location</u>	<u>First Wave</u>
Intercept	4 Dralthi
Nav 2	2 Ekapshi
Nav 3	2 Ekapshi
Nav 4	2 Ekapshi
Nav 5	4 Dralthi



Enemies

<u>Location</u>	<u>Cptl Ships</u>	<u>1st Wave</u>
Nav 1	5 Gun Platforms	
Nav 2		3 Darket

Objective for Success

Drop the T-Bomb successfully.

Colonel Hart's Counsel

Take the Excalibur with a standard load, and don't take a wingman.



WINNING PATH MISSIONS

HYPERION SECTOR TWO

A Word from Colonel Hart

Your last mission was spectacular! Unfortunately for us, the Kilrathi are moving to block us from getting the T-bomb to Kilrah. They are moving from this sector to re-take the jump point that you worked so hard to secure. Your job—make sure we hold that jump point. You'll be working in conjunction with our own capital ships on this one, so you won't be alone.

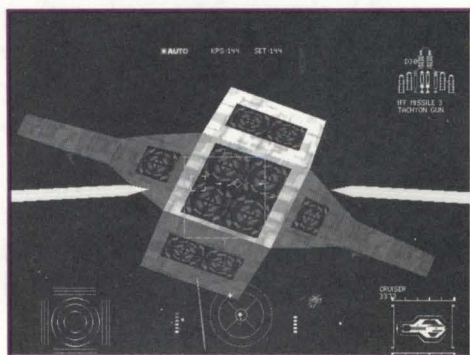
Colonel Hart's Tactical Analysis

Remember our big ships are there to take out the capital ships as well. Don't get in the way. You are there to fly fighter cover. If you get in the way or between our biggies and theirs, you're asking to get hurt.

Use the Excalibur's Tachyon Cannon when you go after the Kilrathi fleet ships. This gun was designed to take on big ships and when you divert power to it, there's little that can stop it from chewing up the target.



If you still haven't finished off the Kilrathi ace Bloodmist, he's gunning for you here at nav point 2. If you take out the carrier at nav point 3 in the first wave, you won't have to face the second and third wave of fighters.



Aim for their engines with full power.

HYPERION SECTOR TWO



MISSION SPECS

Role-Playing Decisions

<u>Character</u>	<u>Location</u>	<u>Choices</u>	<u>Impact</u>
Vagabond	Gnnery Cntrl	He really deserves a home He's getting soft	Increase Vagabond's morale Decrease Vagabond's morale
Flash	Berths	He's a damn good pilot This guy's full of himself	Increase Flash's morale Decrease Flash's morale



Enemies

<u>Location</u>	<u>Cptl Ships</u>	<u>1st Wave</u>	<u>2nd Wave</u>	<u>3rd Wave</u>	<u>4th Wave</u>
Nav 1	1 lght Dstryr	2 Darket	2 Darket	2 Dralthi	2 Dralthi
Nav 2	1 Carrier	2 Dralthi	2 Dralthi	2 Paktahn	
Nav 3	1 Cruiser	2 Paktahn			



Enemies

<u>Location</u>	<u>Cptl Ships</u>	<u>1st Wave</u>	<u>2nd Wave</u>	<u>3rd Wave</u>
At Takeoff		3 Dralthi		
Nav 1	1 Cruiser 1 Destroyer	2 Sorthak		
Nav 2		3 Paktahn	4 Dralthi	
Nav 3	1 Carrier 1 Destroyer	3 Vaktoth	3 Vaktoth	3 Paktahn

Objective for Success

Keep Confederation capital ships and the Victory intact.

Colonel Hart's Counsel

Once again, fly an Excalibur with a standard load. Take either Flint or Maniac along with you.



WINNING PATH MISSIONS

HYPERION SECTOR THREE

A Word from Colonel Hart

Your mission is to get the *TCS Victory* back to the Freya jump point. The cats have stacked the deck against us, but I'm sure that with your skill and prowess in battle, we can overcome them and head onward to victory.

Colonel Hart's Tactical Analysis

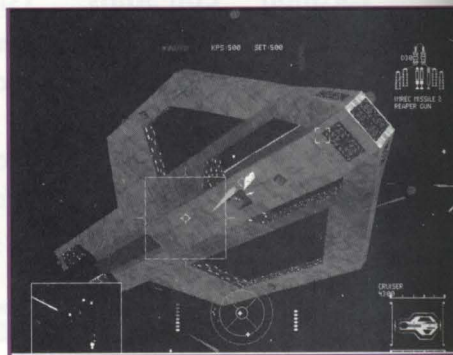
Vaquero is on the Bridge. If you get a chance, go and talk to him.



Stop in and have a chat with Vaquero.

By and large the biggest threat is at the last nav point. The Kilrathi have massed their resistance there and it's going to be one hell of a fight. Save your missiles for the Kilrathi Capital ships. If you don't you'll wish you had.

Our sensors show a Kilrathi Cruiser in the area as well. Remember you can take this out by whittling away at the turrets or you can fly right through the front maw. If you take option two, divert your power mostly to shields and guns—you'll need it.



Take out the cruiser's turrets.



MISSION SPECS

Role-Playing Decisions

Character

Flint

Location

Living Qtrrs

Choices

Give her a shot

I'm not gonna gamble

Impact

Increase Flint's morale

Decrease Flint's morale



Enemies

Location

Nav 1

Nav 2

Nav 3

Cptl Ships

Hvy Destroyer

4 Transports

1 Cruiser

1st Wave

4 Darket

4 Darket

6 Darket

2nd Wave

4 Darket

5 Darket

3rd Wave

2 Dralhti

6 Darket



Enemies

Location

Nav 1

Nav 2

Nav 3

Cptl Ships

1 Destroyer

1 Destroyer

1 Transport

2 Destroyers

1 Tanker

1st Wave

4 Darket

4 Strakha

Objective for Success

Destroy 75% of Kilrathi ships.

Colonel Hart's Counsel

From this point on you should always fly an Excalibur. Exchange FF missiles for IRs and be sure to take Mania or Flash as your wingman.



WINNING PATH MISSIONS

KILRAH ONE

A Word from Colonel Hart

This is the final leg of your journey—one that began a long time ago. All of your training and years of expertise are focused on this one string of missions. Like three legs of a long race, you are going to bring an end to the war with the Kilrathi Empire.

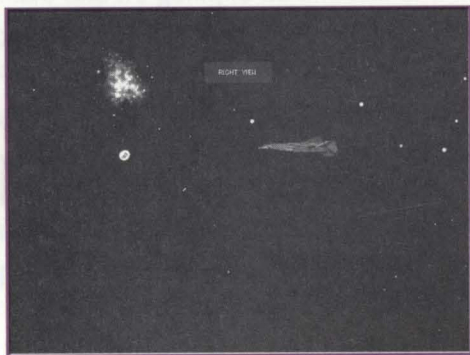
The first part of this is simply a transit. Move your tin-plated butt to the covert base we have set up. Good luck and Godspeed.

Colonel Hart's Tactical Analysis

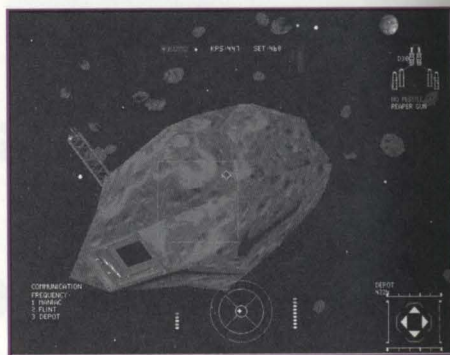
Resistance on the road to Kilrah is likely to be stiffer than anything you've ever faced before. As such, don't be shocked that you'll most likely lose a wingman on every leg of this mission. If you drop the bomb and end the war, then their deaths will not be in vain. The only good news is that the pilots on this leg of the run will always follow your orders, all three of your wingmen—even that butthead Maniac. Make sure you assign them targets to make the most of their efforts. Given the importance of this mission, their zeal is so high that they can take out Corvettes single-handedly if you give them the word to do so.



Right after you jump at nav point 1 you'll face an asteroid field. Unfortunately, you'll also meet one after nav point 3. To make things just a little tougher, Deathfang (if he's not space debris by now) is waiting here. But that's not all. Nav 5 is an asteroid field as well.



Use your wingmen to their fullest.



Head for this hidden base.



MISSION SPECS



Enemies

<u>Location</u>	<u>Cptl Ships</u>	<u>1st Wave</u>	<u>2nd Wave</u>	<u>3rd Wave</u>
Nav 1		2 Sorthak		
Nav 2	2 Corvettes	4 Darket	4 Dralthi	
Nav 3	2 Corvettes	6 Dralthi	6 Strakha	
Nav 4	1 Lght Dstryr	3 Darket	1 Darket	6 Darket

3DO

Enemies

<u>Location</u>	<u>Cptl Ships</u>	<u>1st Wave</u>	<u>2nd Wave</u>
Nav 1	2 Super Dstryrs	3 Darket	
Nav 2		4 Dralthi	2 Dralthi
Nav 4		3 Astrd Ftrs	3 Vaktoth
Nav 5		3 Astrd Ftrs	

Objectives for Success

Destroy all enemy fighters and reach the asteroid base.

Colonel Hart's Counsel

You need the best, so take an Excalibur with 6 FFs and 6 IRs. Take your three favorite wingmen. (In game terms, the wingmen with the highest morale.) If you and Flint are an item now, *don't* take her along. She won't survive.



WINNING PATH MISSIONS

KILRAH SYSTEM TWO

A Word from Colonel Hart

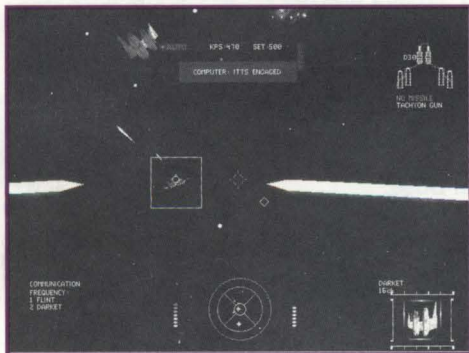
This is the second leg of the race. You've got to get your ship to the next depot—the one inside the Kilrah system. We have the T-Bomb there, ready and waiting for you to arrive and make use of it. This is a dog-fighting mission, you against the enemy fighters.

Colonel Hart's Tactical Analysis

I wish that there was some secret to this mission, but the truth of the matter is that you have to switch to full guns and go in with those guns a'blazing. Take them out, on this all depends.



I really hope you've dusted those Kilrathi aces, because if you haven't, there's one waiting at nav 2, 3, and 4 (Bloodmist, Deathfang, and Fireclaw, respectively). Don't forget you'll be taking off through an asteroid base when you head out. You'll also find asteroid fields at nav points 5 and 6.



This is your last stop before Kilrah.



Paladin has a few last words for you.



MISSION SPECS

Now you must make a run for another depot even closer to Kilrah.



Enemies

<u>Location</u>	<u>Cptl Ships</u>	<u>1st Wave</u>	<u>2nd Wave</u>	<u>3rd Wave</u>
Nav 1	2 Corvettes	4 Darket	4 Dralthi	
Nav 2	2 Corvettes	4 Vaktoth	6 Strakha	
Nav 3	1 Lght Dstryr	1 Strakha	1 Sorthak	6 Darket
		3 Sorthak		



Enemies

<u>Location</u>	<u>Cptl Ships</u>	<u>1st Wave</u>	<u>2nd Wave</u>
Nav 1	2 Corvettes	2 Dralthi	
Nav 2	1 Super Dstryr	3 Strakha	
Nav 3		3 Dralthi	3 Vaktoth
Nav 4		4 Darket	3 Dralthi

Objective for Success

Destroy all fighters and make it to the second depot.

Colonel Hart's Counsel

Load up the Excalibur with 6 FFs and 6 IRs. Take the survivors of the previous mission along as wingmen.



WINNING PATH MISSIONS

KILRAH SYSTEM THREE

A Word from Colonel Hart

Drop the bomb. Put an end to this madness.

Colonel Hart's Tactical Analysis

Intelligence says you're facing three threats. The ace Stalker will be here, even if you have taken him on before. And the Prince himself is in the area. There is word that the Kilrathi are massing a fleet to press on for Terra and he is overseeing operations there. (If you didn't pursue Hobbes earlier, he is flying as the Prince's wingman as well.)

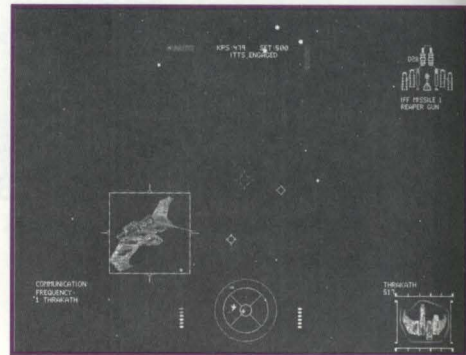
Your Excalibur has been equipped with a Cloaking Device. While you can't shoot when cloaked, it can allow you to survive this mission. You can use it two times before it overloads and becomes worthless slag. I recommend you check your Navigation Map before you autopilot to any point. Paladin has told you when to use the device and you should heed his word in the notes on the map. If you want your final wingman to survive, send him or her back to base.

One is before you approach nav 4. Be sure you cloak after the 2nd wave of Darkets at nav 3. This is also where you should send your wingman home. While cloaked you can close in on the Prince to almost point blank range before decloaking and taking him out. If you follow this tactic, rig for full guns and missile fire in salvos to make sure you get him on the first pass... remember in Bloodfang the Prince is a killing machine. You must cloak again at nav 5.



If you didn't go after Hobbes before, he's here now, along with Thrakhath. Take them out and drop that bomb!

Like before, be careful that you don't accidentally arm and fire the T-Bomb instead of a missile.



Send Prince Thrakhath to his ancestors.



MISSION SPECS



Enemies

<u>Location</u>	<u>Cptl Ships</u>	<u>1st Wave</u>	<u>2nd Wave</u>	<u>3rd Wave</u>	<u>4th Wave</u>
Nav 1	1 Hvy Dstry	4 Paktahn	4 Dralthi		
Nav 2	1 Hvy Dstry	4 Dralthi	6 Strakha		
Nav 3	1 Hvy Dstry	3 Darket	6 Darket	6 Strakha	
Nav 4		2 Paktahn	4 Darket		
		1 Bloodfang			
		1 Thndrblt			
Nav 5		2 Ekapshi	2 Ekapshi	2 Ekapshi	2 Ekapshi

3DO

Enemies

<u>Location</u>	<u>Cptl Ships</u>
Approaching Kilrah	5 Gun Platforms
Kilrah	3 Gun Platforms
	1 Dreadnought

Objective for Success

Destroy Kilrah!

Colonel Hart's Counsel

Load your Excalibur with 6 FFs, 6 IRs, and, of course, the T-Bomb. Odds are you'll only have one pilot left to fly with you.



TAMAYO SECTOR ONE

A Word from Colonel Hart

Ever had one of your carriers blasted away? I did, a long time ago. On this mission your job is a very serious one. You have to protect the *Victory* from a Kilrathi assault. Succeed and you live to fight again. Fail and your career is going to be very short in the Confederation Navy.

Colonel Hart's Tactical Analysis

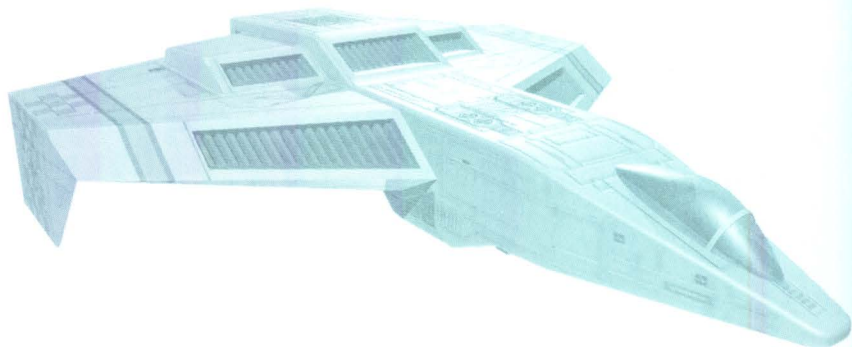
Hobbes and Eisen are on the bridge. Take a few minutes to go and meet with them.

On this run you have to protect your own base of operations, so use every trick you have up your sleeve to pull it off. Taunting enemy pilots can lure them after you rather than the carrier. On this mission the Paktahn fighters are the real threat to the *Victory*. Let them have a taste of your missiles before they can do any real damage.

Another key to success is to make sure you assign targets to your wingmen. Tell them to go after the Paktahn fighters that you can't or at least give you some cover while you take on the heavies.



Better beware—the word from our Intel staff is that the famed Kilrathi ace Fireclaw is in the sector.





MISSION SPECS

Role-Playing Decisions

<u>Character</u>	<u>Location</u>	<u>Choices</u>	<u>Impact</u>
Flash	Flight Deck	That's true He's a smartass	Increase Flash's morale, Decrease ship morale Decrease Flash's morale, Increase ship morale
Flint/Maniac	Gunnery Control	They're right Play it by the book	Increase ship morale Decrease ship morale



Enemies

<u>Location</u>	<u>1st Wave</u>	<u>2nd Wave</u>	<u>3rd Wave</u>	<u>4th Wave</u>
Victory	2 Darket 2 Paktahn	2 Darket 2 Paktahn	2 Darket 2 Paktahn	2 Dralithi 2 Paktahn



Enemies

<u>Location</u>	<u>Cptl Ships</u>	<u>1st Wave</u>	<u>2nd Wave</u>	<u>3rd Wave</u>	<u>4th wave</u>
Victory	1 Destroyer	3 Dralithi	3 Darket	4 Vaktoth	3 Darket
<u>5th wave</u>					
3 Dralithi					

Objectives for Success

Destroy all enemy fighters attacking the *TCS Victory*. In this mission the *Victory* can be destroyed. If you lose you go to the Proxima Series of Battles, the last ditch defense of Terra.

Colonel Hart's Counsel

I reccomend taking the Arrow with a standard load. Don't worry about picking a wing-man: all of them but Flash will deploy.



TAMAYO SECTOR TWO

A Word from Colonel Hart

The Kilrathi are hell-bent on Tamayo II. Your mission is two-fold. Take on the Kilrathi transports and protect the *TCS Victory* from Kilrathi attacks. Sounds pretty hard, eh? Don't panic. With the right word to your senior technician Rachel, things might actually go pretty easy for you—especially if someone (who shall be unnamed) leaves the security system deactivated on that prototype Excalibur on board.



Be sure to snag the Excalibur when you get the chance!

Colonel Hart's Tactical Analysis

Make sure you tell Flash off in the Berths.

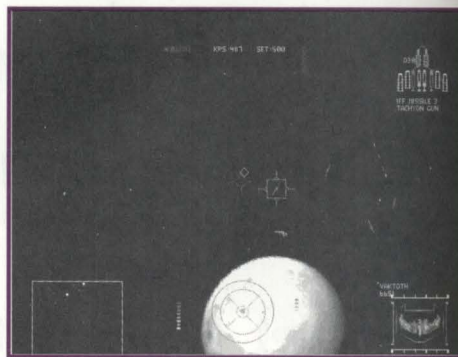
Just as a subtle reminder to those of you still a little damp behind the ears—Kilrathi transports are not just sitting ducks. They have a pair of turrets that can knock you out in case you get careless.

The cats are deploying Vaktuth fighters in this mission. Since this is your first time fighting them, beware of that rear turret. It's enough to keep you from loitering around on their tails for too long.

3 D O

You'll have to stop the transports, which carry bio weapons the cats plan to use against Tamayo II. Beware: if you didn't run into the ace Fireclaw last time, you will this flight.

Don't forget that you're not alone out there. Use your wingman to take out those transports while you take one on, or take out their fighter support.



Take these guys out fast.



MISSION SPECS

Role-Playing Decisions

<u>Character</u>	<u>Location</u>	<u>Choices</u>	<u>Impact</u>
Rachel	Living Qtrrs	I'd love to fly Stay out of trouble	Increase Blair's morale Decrease Blair's morale



Enemies

<u>Location</u>	<u>Cptl Ships</u>	<u>1st Wave</u>	<u>2nd Wave</u>	<u>3rd Wave</u>
Nav 1	1 Corvette	4 Vaktoth	4 Darket	4 Dralhti
Nav 2	4 Transports			



Enemies

<u>Location</u>	<u>Cptl Ships</u>	<u>1st Wave</u>	<u>2nd Wave</u>	<u>3rd Wave</u>
Nav 1		4 Vaktoth	3 Vaktoth	4 Darket
Nav 2	2 Transports	2 Darket		

Objectives for Success

Destroy three of the four transports at nav 2. If you lose you go to the Proxima Series of Battles, the last ditch defense of Terra.

Colonel Hart's Counsel

Don't be shy, take the Excalibur. Replace your Javelin missiles with IRs. Your wingmen, Flint and Hobbes, are assigned automatically. Of course, if you didn't take the Excalibur, my first pick would be the Hellcat. Trust me, though: take the Excalibur.



LOSING PATH MISSIONS

TAMAYO SECTOR THREE (OPTIONAL)

A Word from Colonel Hart

I don't need to remind you that regulations call for an officer of our rank to maintain him or herself with a high degree of integrity. If you took the Excalibur, that was one thing. A grudge match, however, puts the morale of the ship on the line as well as your own ability to lead as a Confederation Wing Commander. If you're going to do it, you'd better win. Lose this one and it will be hard to keep the morale of those flying under you high enough to even start their thrusters.



You'd better dust Flash in the sims.

Colonel Hart's Tactical Analysis

Captain Eisen is in Flight Control. He'll give you some encouragement you're going to need to take on this rookie.

I've seen Flash's service records—part of the privilege of working in Intel. This guy is hot, but not stupid. He isn't going to fall in for you taunting him to attack like the Kilrathi, so don't waste your time. If it were me, I'd rig my missiles for barrage fire and drop a lot of decoys. His pattern of fighting shows that he is a missile man early on in a battle. Use your afterburners to keep in nice and close, then let go with every missile that you can. A gun battle with this guy might drag on forever.



Captain Eisen has a few words for you.



MISSION SPECS

Decisions Required

<u>Character</u>	<u>Location</u>	<u>Choices</u>	<u>Impact</u>
Flash	Flight Deck	This punk's not worth it Time to teach him a lesson	Increase Flash's morale, Decrease ship morale Decrease Flash's morale. Increase ship morale

Enemy

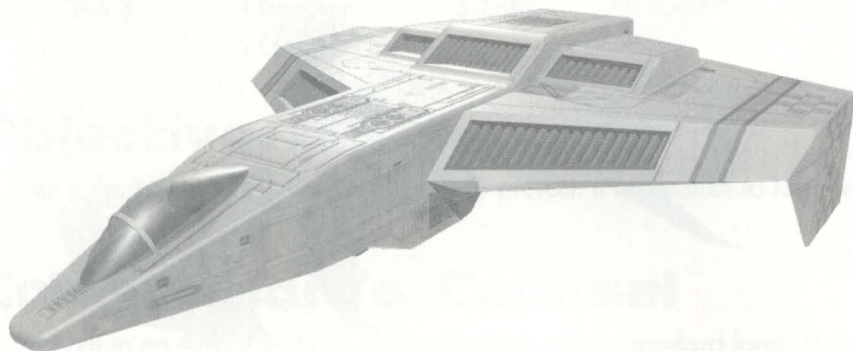
<u>Location</u>	<u>1st Wave</u>
Simulator	1 Arrow (Flash)

Objective for Success

Defeat Flash. If you lost the second mission, you will go to the Proxima Series of Battles, the last ditch defense of Terra.

Colonel Hart's Counsel

Take an Arrow with a standard load. You don't get any wingmen on a simulator mission.





LOSING PATH MISSIONS

BLACKMANE SECTOR ONE

A Word from Colonel Hart

There's a time to fight and a time to flee. Things aren't going well for us on this mission. You're going to have to escort the evacuation transports from the sector. Perhaps if we're lucky, we can regroup and survive long enough to take them on later, when the odds and terms are in our favor.

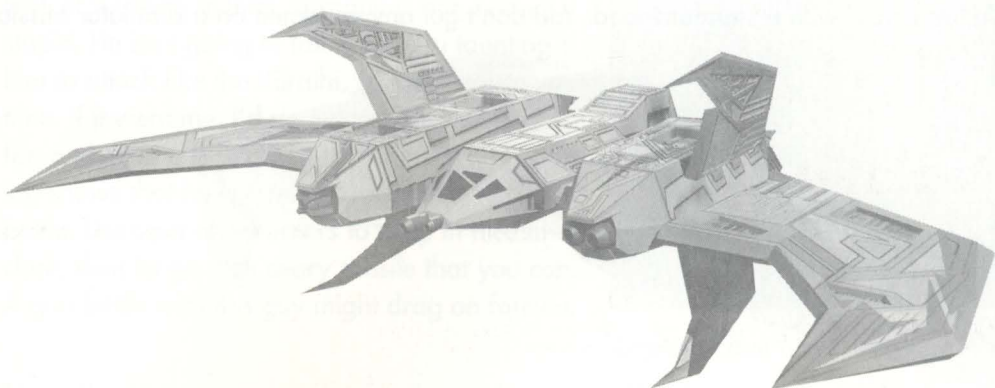
Colonel Hart's Tactical Analysis

Talk to Rollins on the Bridge and Captain Eisen on the Flight Deck.

The protection of the transports is the key to this operation. Don't fall for the cat-nipping tactics that the Kilrathi favor. Don't follow them looking for a quick kill. Stick close to those ships you are in charge of protecting.



If you didn't take out Deathstroke last time, you'll face him again. You won't have to contend with Bloodmist. Yet.





MISSION SPECS

Role-Playing Decisions

<u>Character</u>	<u>Location</u>	<u>Choices</u>	<u>Impact</u>
Flint	Flight Deck	Give her a break Ground her	Raise Flint's morale Lower Flint's morale
Rachel	Flight Control	She understands Not her business	Raise Rachel's morale Lower Rachel's morale



Enemies

<u>Location</u>	<u>Cptl Ships</u>	<u>1st Wave</u>	<u>2nd Wave</u>	<u>3rd Wave</u>	<u>4th Wave</u>
Nav 2	1 Carrier	2 Dralthi	2 Dralthi	2 Dralthi	2 Dralthi
<u>5th Wave</u>		2 Dralthi			



Enemies

<u>Location</u>	<u>Cptl Ships</u>	<u>1st Wave</u>	<u>2nd Wave</u>
Nav 1	1 Corvette	4 Dralthi	3 Dralthi
Nav 2	1 Cruiser	3 Dralthi	
Nav 3	1 Destroyer 2 Corvettes	3 Dralthi	

Objective for Success

Save the transports you are assigned to protect. It is possible to lose one and still succeed.

Colonel Hart's Counsel

Fly out in an Arrow, Hellcat, or Thunderbolt with a standard load. Make sure either Cobra or Flint flies with you.



LOSING PATH MISSIONS

BLACKMANE SECTOR TWO

A Word from Colonel Hart

Refugees are the natural offspring of war. It's sad, especially when you are dealing with mankind fleeing a warring foe like the Kilrathi. The lives of those refugees are in your hands. Don't fail them or you're failing us all.

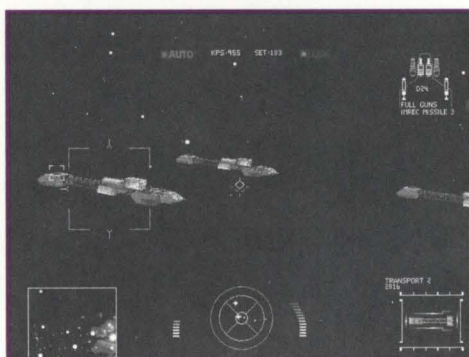
Colonel Hart's Tactical Analysis

The pulsar in the system is vital. Stay in its shadow and you can avoid taking damage. At least that's what our science teams say. The only difference is that you are out there taking the risks—not them.

Don't waste time trying to link your autopilot systems with the transports until you have fended off the Kilrathi fighters. Best to deal with one thing at a time.



If you didn't take out Deathstroke last time, you'll face him again at nav point 2.



Escort the transports to safety.



MISSION SPECS

Role-Playing Decisions

<u>Character</u>	<u>Location</u>	<u>Choices</u>	<u>Impact</u>
Maniac	Berths	He's jealous It's none of his business	Increase Maniac's morale Decrease Maniac's morale



Enemies

<u>Location</u>	<u>1st Wave</u>	<u>2nd Wave</u>	<u>3rd Wave</u>	<u>4th Wave</u>
Nav 2	4 Strakha			
Nav 3	3 Dralthi	3 Dralthi	3 Dralthi	3 Dralthi



Enemies

<u>Location</u>	<u>Cptl Ships</u>	<u>1st Wave</u>	<u>2nd Wave</u>	<u>3rd Wave</u>
Nav 2		3 Darket	3 Darket	4 Paktahn
Nav 3	3 Corvettes	3 Strakha		

Objective for Success

Save the transports you are assigned to protect. It is possible to lose one and still succeed.

Colonel Hart's Counsel

Fly out with an Arrow or Hellcat with a standard load, and take Vagabond with you.

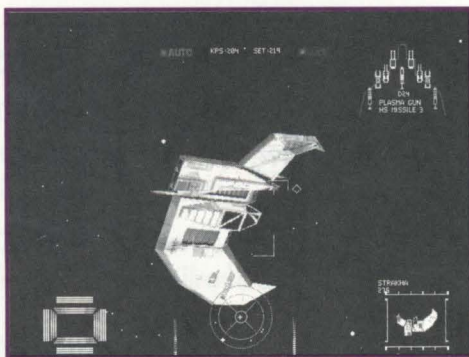


LOSING PATH MISSIONS

BLACKMANE SECTOR THREE

A Word from Colonel Hart

The time to leave has come. Unfortunately, one of our convoys is caught up in the Kilrathi dominated sector. You and your wingman are going to have to go in there and get them out. It's a rough mission, but we have to save every life we can if humanity is to survive.



Watch out for those Strakha fighters.

Colonel Hart's Tactical Analysis

The Strakha's nasty habit of decloaking behind you can be dealt with by firing off several friend or foe missiles as soon as you spot the first one of these elusive fighters. Our intelligence boys have asked that I warn you about the possibility that the Kilrathi may have already overtaken the convoy. If they have, you can expect booby traps—even something as diabolical as rigging the transports full of explosives and detonating them as you do a flyby.

Be careful out there.



The Kilrathi ace Fireclaw may well be waiting at nav point 2.



MISSION SPECS

Role-Playing Decisions

<u>Character</u>	<u>Location</u>	<u>Choices</u>	<u>Impact</u>
Flint	Gnnry Cntrl	Put her on roster Let Captain decide	Increase Flint's morale Decrease Flint's morale



Enemies

<u>Location</u>	<u>Cptl Ships</u>	<u>1st Wave</u>	<u>2nd Wave</u>
Intercept		4 Strakha	
Nav 1		4 Strakha	4 Strakha



Enemies

<u>Location</u>	<u>Cptl Ships</u>	<u>1st Wave</u>	<u>2nd Wave</u>
Nav 1	3 Booby-Trapped Transports	4 Strakha	4 Strakha
Nav 2		4 Vakoth	

Objective for Success

Destroy all Kilrathi fighters.

Colonel Hart's Counsel

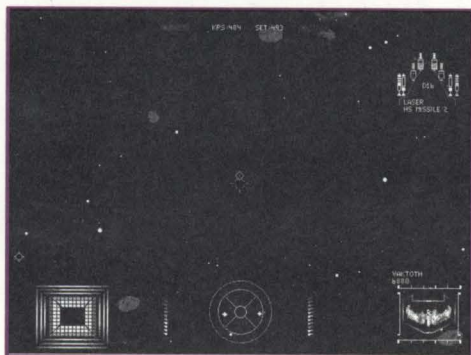
Take an Arrow with a heavy load of IR and FF missiles. Pick Cobra or Flint as your wingman.



DELIUS ASTEROID BELT ONE

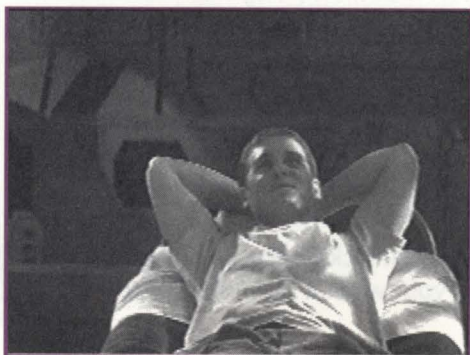
A Word from Colonel Hart

According to what we can tell, the Kilrathi have set up some sort of base of operations in the asteroid belt. Asteroids are tricky for pilots even on good days. Unfortunately, you and your wingman are going to have to take on that base.



Colonel Hart's Tactical Analysis

Flash is in the Berths, waiting for a chance to talk to you, or anyone for that matter.



Flash wants a word with you.

DELIUS ASTEROID BELT ONE



MISSION SPECS

Role-Playing Decisions

<u>Character</u>	<u>Location</u>	<u>Choices</u>	<u>Impact</u>
Cobra and Hobbes	Flight Deck	Defend Hobbes Play along w/her	Increase Hobbes' morale, Decrease Cobra morale Decrease Hobbes' morale, Increase Cobra's morale
Maniac	Gnnry Cntrl	Rag him Tough on both sides	Increase Maniac's morale Decrease Maniac's morale



Enemies

<u>Location</u>	<u>First Wave</u>	<u>Second Wave</u>
Nav 1	4 Vaktoth	2 Vaktoth
Nav 2	3 Dralthi	3 Dralthi
Nav 3	2 Dralthi	2 Darket
Nav 4	4 Vaktoth	



Enemies

<u>Location</u>	<u>Cptl Ships</u>	<u>First Wave</u>	<u>Second Wave</u>
Nav 1		3 Asteroid Fighters	3 Dralthi
Nav 2		3 Vaktoth	3 Dralthi
Nav 3		3 Asteroid Fighters	
Nav 4	1 Carrier	3 Vaktoth	3 Dralthi

Objective for Success

Destroy all of the Kilrathi fighters, clearing the way for the Victory to destroy the base.

Colonel Hart's Counsel

Deploy in an Arrow or Hellcat with a standard load. Select Cobra, Flint or Vagabond to fly with you.



DELIUS ASTEROID BELT TWO

A Word from Colonel Hart

General MacArthur said it once, back in the 20th Century. "They own the bottle, but I own the cork." We have secured the asteroid belt but the Kilrathi don't know that. Captain Eisen wants us to take the fight to them for a change and go after one of their convoys.

You are to go and take out the Kilrathi convoy. Do it now while we still have some element of surprise on our side.

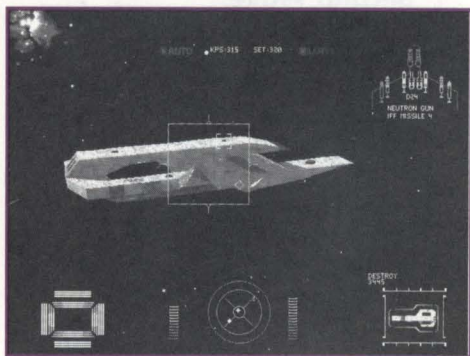
Colonel Hart's Tactical Analysis

Mines are a great way to ruin a capital ship's whole day. Go and drop some of our mines at the Jump point once you clear out the fighter cover there.

The only thing that poses a serious threat is the destroyer our sensors show is out there. Make sure that the wingman you take with you is one that will follow your orders, even an order by you to go and attack that capital ship.



You'll face a lot more than a destroyer in the 3DO version. Besides all of the capital ships, the Kilrathi ace Deathfang is ready to pounce at nav point 2.



This is the destroyer you need to eliminate.

DELIUS ASTEROID BELT TWO



MISSION SPECS

Role-Playing Decisions

Character

Flint

Location

Flight control

Choices

It's tough getting old
He's better off there

Impact

Increase Flint's morale
Decrease Flint's morale



Enemies

<u>Location</u>	<u>Cptl Ships</u>	<u>1st Wave</u>	<u>2nd Wave</u>	<u>3rd Wave</u>	<u>4th Wave</u>
Nav 1	1 Corvette	4 Dralthi			
Nav 2		4 Darket			
Nav 3	1 Corvette 1 Lght Dstyr	2 Dralthi	2 Vaktoth 1 Sorthak	2 Vaktoth	4 Dralthi

3 D O

Enemies

<u>Location</u>	<u>Cptl Ships</u>	<u>1st Wave</u>	<u>2nd Wave</u>	<u>3rd Wave</u>	<u>4th Wave</u>
Nav 1		4 Darket			
Nav 2	4 Corvettes 1 Carrier	4 Vaktoth	2 Vaktoth	2 Vaktoth	3 Dralthi
<u>Location</u>	<u>5th Wave</u>				
Nav 2	3 Dralthi				

Objectives for Success

Destroy all enemy fighters and prevent the Kilrathi capital ships from retreating.

Colonel Hart's Counsel

Fly out in a Longbow or Thunderbolt, making sure to replace all HS Missiles with IRs. Pick Cobra or Flint as your wingman.



LOSING PATH MISSIONS

DELIUS ASTEROID BELT THREE

A Word from Colonel Hart

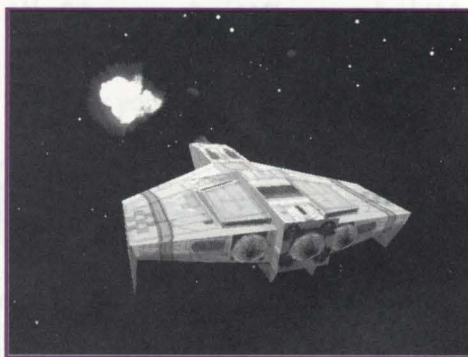
That base we thought we trashed is working again. While the *Victory* goes in for the final kill, you need to keep the blasted Kilrathi away.

Colonel Hart's Tactical Analysis

There's no secret to this assignment. Go out and do what you do best—kill those cats.



If you didn't already kill him, the Kilrathi ace Deathfang is ready to pounce at nav point 2.



Take out the Kilrathi anyway you can.

DELIUS ASTEROID BELT THREE



MISSION SPECS



Enemies

<u>Location</u>	<u>1st Wave</u>
Nav 1	2 Darket
Nav 2	2 Darket
Nav 3	2 Dralthi



Enemies

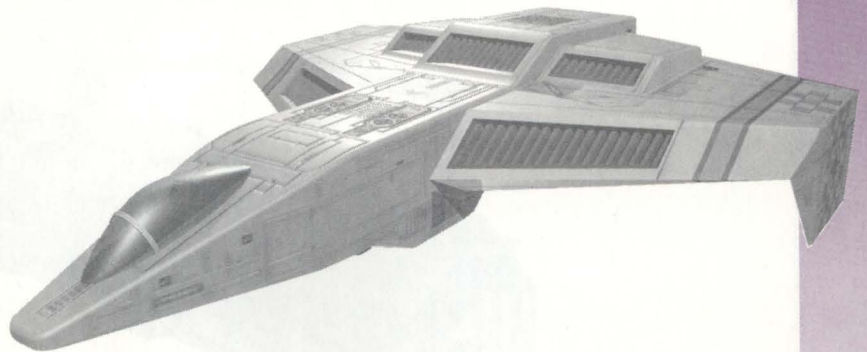
<u>Location</u>	<u>1st Wave</u>	<u>2nd Wave</u>	<u>3rd Wave</u>
Nav 1	3 Vaktoth		
Nav 2	3 Asteroid Fighters	3 Vaktoth	3 Asteroid Fighters

Objective for Success

Destroy all enemy fighters.

Colonel Hart's Counsel

Take out an Arrow with a standard load. Pick Vagabond to fly with you.





LOSING PATH MISSIONS

PROXIMA SECTOR ONE

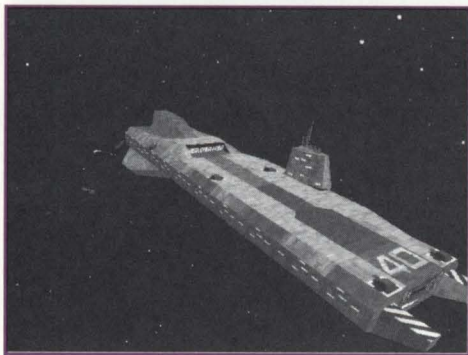
A Word from Colonel Hart

I'd rather be on the offense, not fleeing like a wounded animal. We are on the retreat, and this system is the last bastion of defense before they march straight into the Terran system.

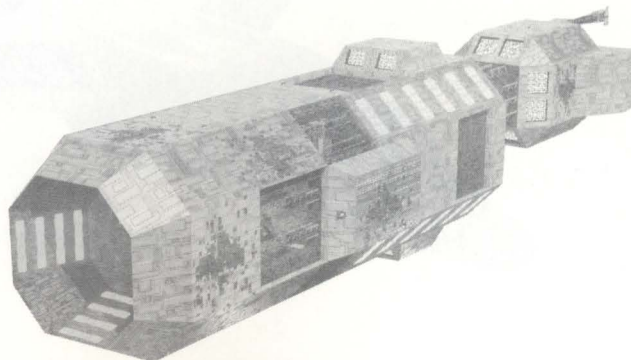
Nothing glamorous—just go out and take out as many of those cats as possible.

Colonel Hart's Tactical Analysis

Your best hope is to make it back to the *Victory* in time to bug out. Our long range sensor sweeps paint a pretty messy picture. It looks like the Kilrathi have an endless supply of fighters coming in. Take them out to buy us some time, then get back to the ship and get out before we are overwhelmed.



Keep the Victory from being destroyed.





MISSION SPECS



Enemies

Location

Nav 1 Endless random waves of Fighters



Enemies

Cptl Ships

2 Drdnghs
2 Super Dstryrs

6th Wave

3 Dralthi

1st Wave

2 Vaktoth

2nd Wave

2 Dralthi

3rd Wave

3 Vaktoth

4th Wave

4 Dralthi

5th Wave

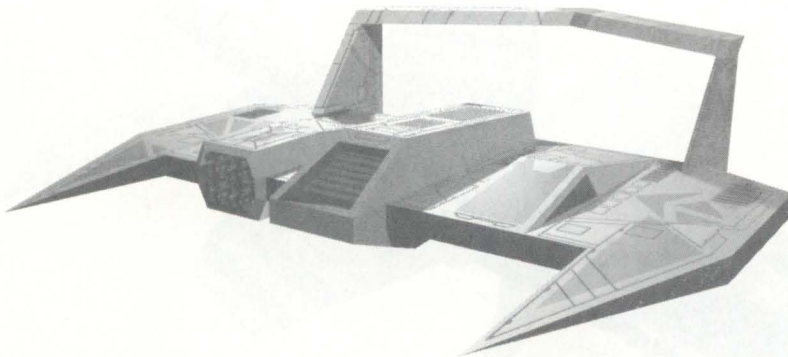
4 Vaktoth

Objective for Success

There is none. Simply survive to fight the last pitched battle for Earth.

Colonel Hart's Counsel

Take an Excalibur and exchange HS Missiles for FFs. Select Maniac as your wingman.





LOSING PATH MISSIONS

PROXIMA SECTOR TWO

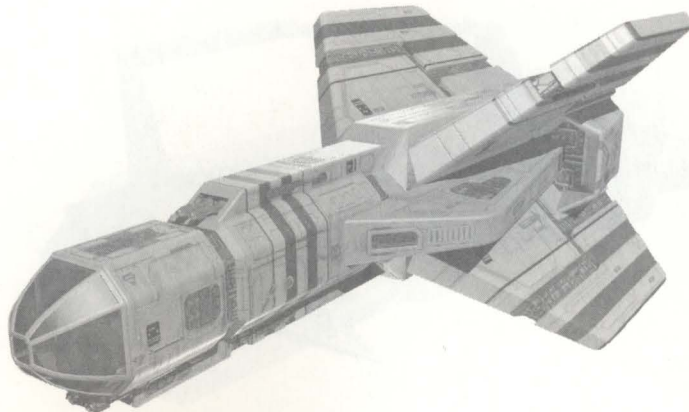
A Word from Colonel Hart

The Kilrathi are moving in for the kill. This final battle takes place in the Sol system and in all honesty I don't expect to be around to brief you any longer. In the CIC, I overheard Captain Eisen saying that he is going to ram the *Victory* into the Kilrathi rather than whittle away and die slowly. I don't blame him.

Take as many of them with you as you can.



The Kilrathi have won. Earth is theirs to do with as they will.





MISSION SPECS



Enemies

Location

Nav 1 Endless random waves of fighters!
A Dreadnought



Enemies

Cptl Ships

1 Drdnght
4 Super Dstryrs

1st Wave

3 Vaktoth

2nd Wave

3 Vaktoth

3rd Wave

3 Dralthi

4th Wave

3 Vaktoth

5th Wave

4 Dralthi

6th Wave

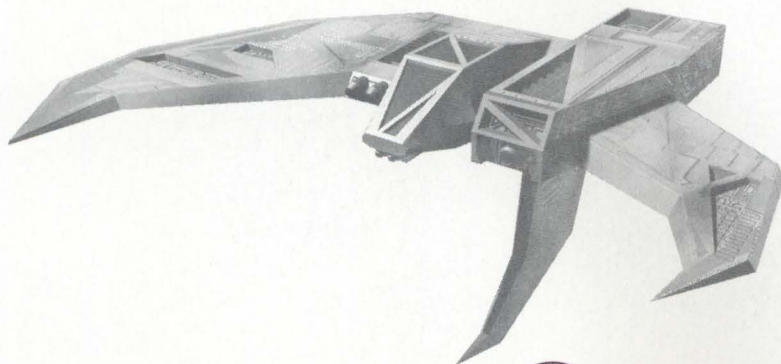
3 Dralthi

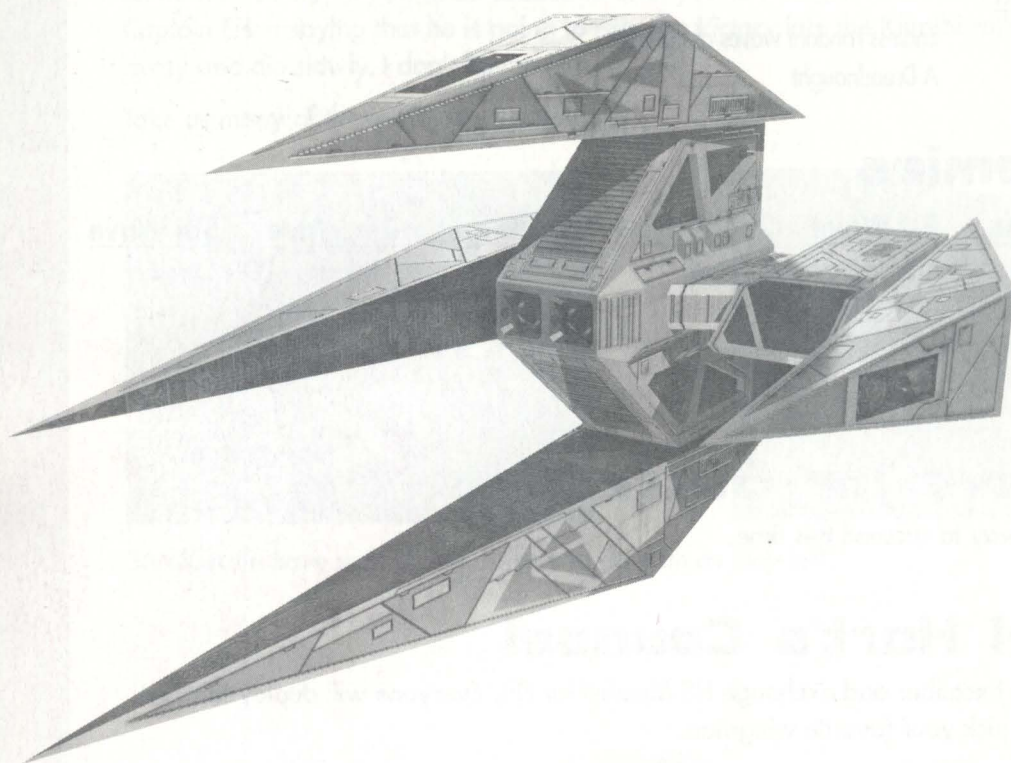
Objective for Success

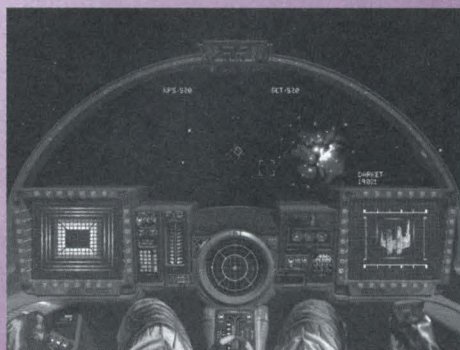
There is no way to succeed this time.

Colonel Hart's Counsel

Fly out in an Excalibur and exchange HS Missiles for FFs. Everyone will deploy this one, last time, so pick your favorite wingman.







CHEATING ON THE 3DO

Here are a few final tips for you 3DO players. With these cheats you can skip through missions you don't want to play, play movies, make yourself invulnerable, and a few other handy things. Enjoy!

How to Cheat

You'll have to access the special menu by simultaneously pressing:

Left-shift and the Play/Pause button

Once you've accessed this menu, you'll have a number of options. Use the D-pad to move up and down through the listed choices, and the A button to select the one you want.

1. Exit System Menu

This command exits the cheat menu.

2. Pick Mission

With this command you can play any mission in the game. Move the D-pad vertically to select the mission you want to play: move it horizontally to pick the mission number. The series are lettered from A to R. Because Tamayo sector and Blackmane sector have different contents





CHAPTER 8

depending on whether you're winning or losing, the first letter represents the winning mission while the second letter represents losing missions.

<u>Location</u>	<u>Letter</u>
Orsini Sector	A
Tamayo Sector	B/C
Locanda Sector	D
Blackmane Sector	E/F
Ariel System	G
Caliban Nebula	H
Delius Asteroid Belt	I
Torgo System	J
Loki VI	K
Alcor Sector	L
Freya Sector	M
Hyperion Sector	N
Kilrah	P
Proxima Sector	R

3. Play Movie

You can play individual movies with this option. To select one, move the D-pad vertically and press A when the one you want to see is highlighted. If you want to view all the choices for one of the decision movies, press Left-Shift to select them all. To unselect them, press Right-Shift.

Press B to play the selected movie/branch.

Press C to cancel and return to the main system menu.

4. Play In-Flight Movies

You can play individual in-flight movies with this option. To select one, move the D-pad vertically and press A when the one you want to see is highlighted.



5. System Flags

Here are some really nifty choices. Move the D-pad vertically to reach the option you want, and move it left or right to turn the flag on or off.

Press A if you want to keep the change that you've made.

Press C if you want to return to the main menu.

Here are the options and what they do:

A. Killable

You can render yourself invulnerable with this one.

B. Bangable

This makes your ship invulnerable to damage.

C. Subtitles

Ever wondered what the subtitles would look like in a different language? Check these out.

D. Finger of Death

You can kill all enemies in view by pressing Right-Shift + B.

E. System Menu Access

Be careful—if you deactivate this one, you can't get back into this menu!



Here are some really nifty details. Move the D pad vertically to reach the option you want, and move a left or right to turn the dog on or off.

Press A if you want to keep the change that you've made.

Press C if you want to return to the main menu.

Here are the options for the Shuttle.

A. Killable

You can render your Shuttle invulnerable.

B. Invulnerable

You can kill or unkill your Shuttle.

C. Killable

You can kill or unkill your Shuttle.

D. Killable

You can kill or unkill your Shuttle.

E. Killable

You can kill or unkill your Shuttle.

F. Killable

You can kill or unkill your Shuttle.

G. Killable

You can kill or unkill your Shuttle.

H. Killable

You can kill or unkill your Shuttle.

I. Killable

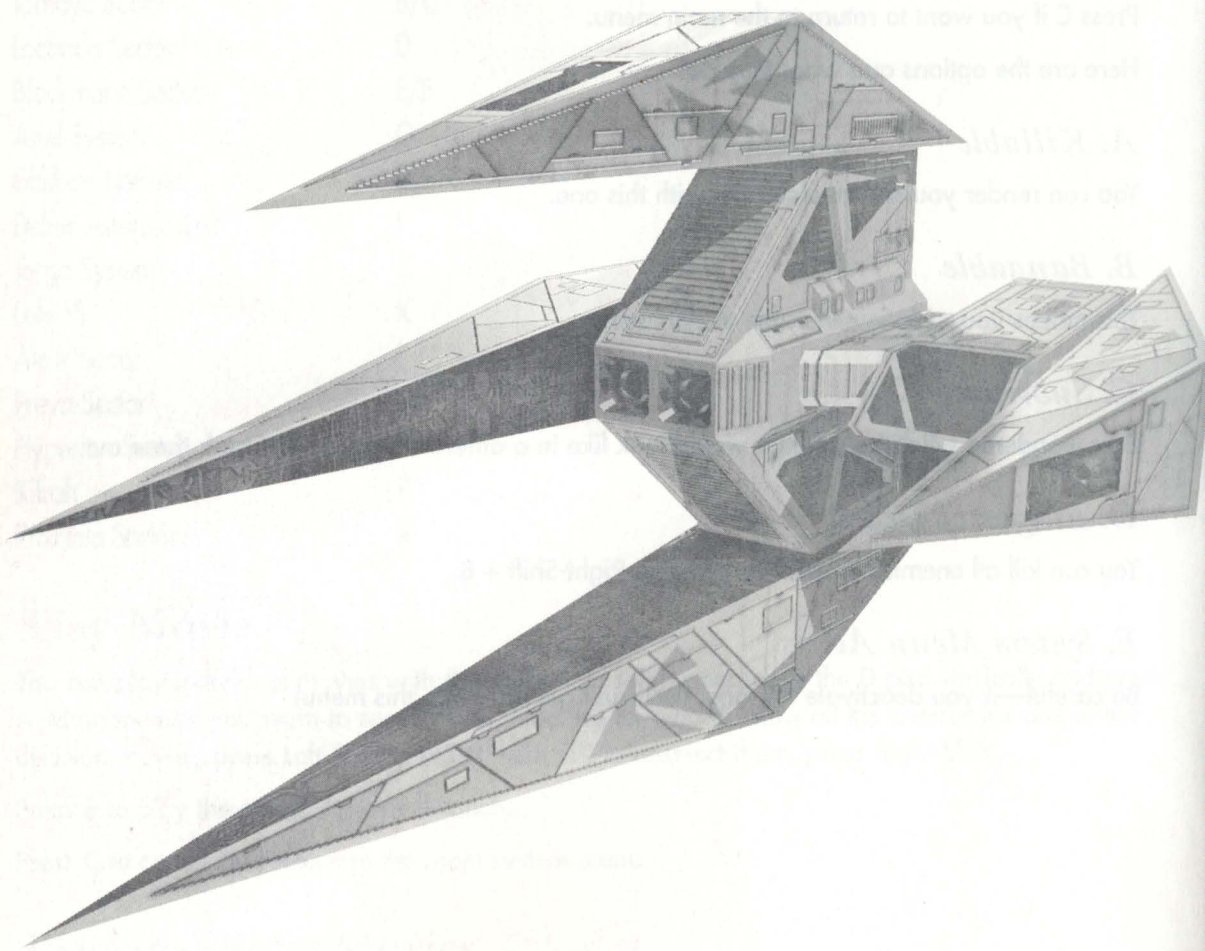
You can kill or unkill your Shuttle.

J. Killable

You can kill or unkill your Shuttle.

K. Killable

You can kill or unkill your Shuttle.



I

Index





Symbols

3D maps (3DO), 98-99

3DO

cheating, 217-219

flight controls, 92-101

missions, 91

weaponry controls, 101-103

weapons tactics, 104

A

accelerating (3DO), 96

active missiles/guns, displaying, 10

aft quarter, viewing, 10

afterburners, 16, 97

Alcor Sector Four mission, 174-175

Alcor Sector One mission, 168-169

Alcor Sector Three mission, 172-173

Alcor Sector Two mission, 170-171

Altimeter, 12

Ariel System One mission, 144-145

Ariel System Three mission, 149

Ariel System Two mission, 146-148

arming full salvos of missiles, 43

armor (internal ring), displaying, 9-10

Arrow fighters

cockpit control surface, 8

fighter description, 23-24

tactical analysis, 24

Asteroid fighter (Kilrathi), tactical analysis, 81-82

attacks

forcing by taunting enemies, 15, 94

ground installations, 89-90

ordering, 14, 93

auto-tracking fire control, 41

Autopilot, engaging, 17-19

Autopilot Light, 12

3DO, 96

B

base, ordering wingman to return to, 15, 95

berths, 108

Blackmane Sector One mission

losing path, 200-201

winning path, 138-139

Blackmane Sector Three mission

losing path, 204-205

winning path, 142-143

Blackmane Sector Two mission

losing path, 202-203

winning path, 140-141

Blair, Christopher

history, 1

making unkillable, 219

Bloodfang (Kilrathi), tactical analysis, 82-83

blue ships (radar screen), 11, 95

bridge, 107

briefing rooms, 110

C

Caliban Nebula One mission, 150-151

Caliban Nebula Three mission, 154-155

Caliban Nebula Two mission, 152-153

camera controls, 20-22

3DO, 98

capital ships (Kilrathi), 84-89

Shelton Slide tactic, 19-20

carriers (Kilrathi)

statistics, 89

tactics, 86

chase camera, 21

cheating (3DO), 217-219

clearance to land, requesting, 94

cloaking, 44-45

3DO, 103

closing maps (3DO), 99

Cobra, strengths/weaknesses, 51

cockpits

control surfaces, 7-9

invisible

3DO, 98

front view, 20

color codings (radar screen), 11, 95

communication

conversations on TCS Victory, 105-106

effects on morale, 111-112

locations, 107-111

on missions, 10, 14-15, 92-93

Confederation fighters

Arrow

cockpit control surface, 8

fighter description, 23-24

tactical analysis, 24

Excalibur

attacking ground installations, 89-90

auto-tracking fire control, 41

cloaking, 44-45

cockpit control surface, 8

fighter description, 27

Jump Fighters, 19, 97

tactical analysis, 28-29

Hellcat V

cockpit control surface, 8



fighter description, 25-26
tactical analysis, 26

Longbow Bomber
3DO, 104
cockpit control surface, 9
fighter description, 31-32
firing rear-turret guns, 40-41
tactical analysis, 32

Thunderbolt VII
cockpit control surface, 9
fighter description, 29-30
tactical analysis, 30

control surfaces, 7-9

controller (3DO)

Accelerate, 96
Afterburners, 97
Attack My Target, 93
Autopilot Light, 96
Break and Attack, 93
Camera Controls, 98
Cloaking, 103
Close Map, 99
Communications, 92-93
Decelerate, 97
Drop Decoy, 103
Ejection, 100
Enemy Taunt, 94
Fire Guns, 102
Fire Missiles, 102-103
Form on My Wing, 94
Full Guns, 102
Help Me Out Here, 93
Invisible Cockpit, 98
Jump Fighters, 97
Need Clearance, 94
Open Map, 98
Rolling, 99

Rotate Map, 99
Set/Change Target, 101
Switch Guns, 101
Zoom In or Out, 99

conversations on TCS Victory, 105-106
effects on morale, 111-112
locations, 107-111

corvettes (Kilrathi), statistics, 88
cruisers (Kilrathi), statistics, 88
current damage, displaying, 10
Current Speed gauge, 12
3DO, 96-97

D

damage, displaying, 10

Darket (Kilrathi)
fighter description, 69-70
tactical analysis, 70

Dart Dumbfile (DF) missiles, statistics,
33, 42

death
wingmen, 63-64
see also killing

decelerating (3DO), 97

decoys, dropping, 45-46, 68
3DO, 103

decreasing speed, 16

Delius Asteroid Belt One mission,
206-207

Delius Asteroid Belt Three mission,
210-211

Delius Asteroid Belt Two mission,
208-209

destroyers (Kilrathi), statistics, 88

Dralthi IV (Kilrathi)
fighter description, 71-72
tactical analysis, 72

Dreadnought (Kilrathi), 89
dropping decoys, 45-46, 68
3DO, 103

E

ejection, 46-47
3DO, 100

Ekapshi (Kilrathi), tactical analysis,
83-84

endings to missions, 113-114

energy weapons, statistics, 33

engaging Kilrathi, 68-69

evasion tactics
against missiles, 65-66
rolling, 20
3DO, 99

Excalibur fighter
attacking ground installations, 89-90
auto-tracking fire control, 41
cloaking, 44-45
cockpit control surface, 8
fighter description, 27
Jump Fighters, 19
3DO, 97
tactical analysis, 28-29

F

firing
guns, 40
3DO, 102
auto-tracking fire control, 41
rear-turret guns, 40-41
tactics, 61

missiles, 44
3DO, 102-103
tactics, 62



INDEX

firing crosshair (targeting scope), 35

flags

gameflow, 219

system (cheating), 219

Flash, strengths/weaknesses, 52

flight briefing room, 110

flight controls, 109

3DO, 92-101

flight deck, 111

flight sequences, typical sequence, 22

Flint, strengths/weaknesses, 53

flying

between nav points

automatically, 18

manually, 22

manually (3DO), 100

formation, ordering wingman to,
15, 94

Freya Sector One mission, 176-177

Freya Sector Three mission, 180-181

Freya Sector Two mission, 178-179

front view, invisible cockpit, 20

Fuel Level Gauge, 12

3DO, 96

full guns, 40

3DO, 102

full salvos of missiles, arming, 43

full speed, 16

G

gameflow flags, 219

ground, displaying position in relation
to, 12

ground installations, attacking, 89-90

Gun Power Gauge, 12

3DO, 95

gun platforms (Kilrathi), 3DO, 104

gunnery control, 107

guns

active, displaying, 10

firing, 40

3DO, 102

auto-tracking fire control, 41

rear-turret guns, 40-41

tactics, 61

full guns, 40

3DO, 102

statistics, 39

switching, 38, 101

weapons loads, displaying, 10

see also weapons

H

hard points (missiles), 41

arming full salvos, 43

Hart (Colonel Winfield T.) memoirs

engaging Kilrathi, 68

fighter analysis

Arrow, 24

Excalibur, 28

Hellcat V, 26

Longbow Bomber, 32

Thunderbolt VII, 30

Kilrathi fighters

Asteroid fighter, 81

Darket, 70

Dralthi IV, 72

Ekapshi, 84

Paktahn, 79

Sorthak, 80

Strakha, 76

Vaktoth, 74

liftoff checklist, 59

missiles

dropping decoys, 68

evading, 65-66

firing, 62

torpedo runs, 66-67

tactics, 57

tactical withdrawal, 63

wingmen, 63

see also missions

heavy destroyers (Kilrathi),
statistics, 88

Hellcat V fighter

cockpit control surface, 8

fighter description, 25-26

tactical analysis, 26

help, requesting, 14, 93

Hobbes, strengths/weaknesses, 50

hot keys, *see* keyboard shortcuts

Hyperion Sector One mission, 182-183

Hyperion Sector Three mission,
186-187

Hyperion Sector Two mission, 184-185

I

Incoming Missile Lock Indicator, 12
3DO, 96

increasing speed, 15

internal ring (armor), displaying, 9-10

international languages, subtitles, 219

invisibility

cloaking, 44-45

3DO, 103

invisible cockpit

3DO, 98

front view, 20



ITTS (Inertial Targeting and Tracking System), 35
engaging, 37

J

Javelin Heat Seeker (HS) missiles, statistics, 33, 42

joystick

Accelerate, 96
Afterburners, 16, 97
Attack My Target, 93
Autopilot Light, 96
Break and Attack, 93
Camera Controls, 98
Cloaking, 103
Close Map, 99
Communications, 92-93
Decelerate, 97
Decrease Speed, 16
Drop Decoy, 103
Ejection, 100
Enemy Taunt, 94
Fire Guns, 40, 102
Fire Missiles, 44, 102-103
Form on My Wing, 94
Full Guns, 102
Help Me Out Here, 93
Increase Speed, 15
Invisible Cockpit, 98
Jump Fighters, 97
Need Clearance, 94
Open Map, 98
Rolling, 20, 99
Rotate Map, 99
Set/Change Target, 101
Switch Guns, 101
Zoom In or Out, 99

Jump Fighters, 19
3DO, 97

K

keyboard shortcuts

Afterburners (Tab or ~ [tilde]), 16
All Stop/Cut Speed to Zero (Backspace), 17
Arm Full Salvo of Missiles (B), 43
Attack My Target (Alt+A), 14
Auto-Tracking Fire Control (Ctrl+A), 41
Autopilot Light (A), 12
Break and Attack (Alt+B), 14
Camera Views—Zooming In/Out ([and]), 22
Change Targeted Turret (R), 36-37
Chase Camera (F5), 21
Cloaking (Ctrl+C), 44-45
Communications (C), 10
Decrease Speed (-), 16
Display Current Damage (D), 10
Display Shields and Armor (S), 9-10
Display Weapons Load (W), 10
Drop Decoy (E), 45-46
Ejection (Ctrl+E), 46-47
Enemy Taunt (Alt+T), 15
Engage Autopilot (A), 17
Fire Guns (Space bar), 40
Fire Missiles (Enter), 44
Fire Rear Gun Turrets (Ctrl+F4), 40-41
Form on My Wing (Alt+F), 15
Front View, Invisible Cockpit (F1), 20
Fuel Level Gauge (Tab), 12
Full Guns (F), 40
Full Speed (\), 16
Help Me Out Here (Alt+H), 14

Increase Speed (+), 15
Jump Fighter (J), 19
Left View (F2), 20
Lock Target/Engage ITTS (L), 37
Match Speed of Target (Y), 17
Missile Camera (F8), 21
Object Camera (F6), 21
Power Distribution (P), 11-12
Power Distribution Screen settings, 13
Rear View (F4), 21
Request Status (Alt+D), 14
Right View (F3), 21
Roll Left (Insert), 20
Roll Right (Delete), 20
Set/Change Target (T), 36
Shelton Slide Tactic (Caps Lock or toggle /), 19-20
Ship Status (D), 58
Switch Guns (G), 38
Switch Missiles (M), 41
Toggle On/Off Smart Targeting (Ctrl+S), 38
Toggle Track Camera (F10), 21
Victim Camera (F9), 21
View Rear (Ctrl+F4), 10
killing
 all Kilrathi in view, 219
 pilots by Kilrathi, 46-47
 wingmen by Blair, 48
killing thrust/speed, 17
Kilrah System One mission, 188-189
Kilrah System Three mission, 192-193
Kilrah System Two mission, 190-191
Kilrathi
 capital ships, 84-89
 captured by, 46-47
 Dreadnought, 89
 engaging, 68-69



fighters

- Asteroid, 81-82
- Bloodfang, 82-83
- Darket, 69-70
- Dralthi IV, 71-72
- Ekapshi, 83-84
- Paktahn, 78-79
- Sorthak, 80-81
- Strakha, 75-77
- Vaktoth, 73-74

gun platforms (3DO), 104

killing all Kilrathi in view, 219

shaking, 66

Skipper missiles, 68

taunting, 15, 65, 94

L

landings, automatic, 18-19

3DO, 100

Leech missiles

3DO, 104

statistics, 33, 43

Left Video Display Unit, 9-11

3DO, 92-95

left view, 20

liftoff checklist, 59-60

liftoffs

3DO, 100

automatic, 17

light blue ships, 95

light destroyers (Kilrathi), statistics, 88

living quarters, 108

Locanda Sector One mission, 132-133

Locanda Sector Three mission, 136-137

Locanda Sector Two mission, 134-135

locking targets and engaging ITTS, 37

Loki VI One mission, 162-163

Loki VI Three mission, 166-167

Loki VI Two mission, 164-165

Longbow Bomber fighter

3DO, 104

cockpit control surface, 9

fighter description, 31-32

firing rear-turret guns, 40-41

tactical analysis, 32

losing paths, 116-117

M

Maniac, strengths/weaknesses, 49

manual flying

3DO, 100

between nav points, 22

maps (3DO), 99

matching speed of targets, 17

Mine missiles, statistics, 34, 43

missile camera, 21

missiles

active, displaying, 10

arming full salvos, 43

dropping decoys, 45-46

3DO, 103

evading, 65

firing, 44

3DO, 102-103

tactics, 62

Incoming Missile Lock Indicator, 12

3DO, 96

Leech (3DO), 104

Skipper (Kilrathi), 68

statistics, 33-34, 42-43

switching between, 41

torpedo runs, 66-67

Vampire (3DO), 104

weapons loads, displaying, 10
see also weapons

mission briefing room, 110

missions

3DO, 91

Alcor Sector Four, 174-175

Alcor Sector One, 168-169

Alcor Sector Three, 172-173

Alcor Sector Two, 170-171

Ariel System One, 144-145

Ariel System Three, 149

Ariel System Two, 146-148

Blackmane Sector One

losing path, 200-201

winning path, 138-139

Blackmane Sector Three

losing path, 204-205

winning path, 142-143

Blackmane Sector Two

losing path, 202-203

winning path, 140-141

Caliban Nebula One, 150-151

Caliban Nebula Three, 154-155

Caliban Nebula Two, 152-153

Delius Asteroid Belt One, 206-207

Delius Asteroid Belt Three, 210-211

Delius Asteroid Belt Two, 208-209

Freya Sector One, 176-177

Freya Sector Three, 180-181

Freya Sector Two, 178-179

Hyperion Sector One, 182-183

Hyperion Sector Three, 186-187

Hyperion Sector Two, 184-185

Kilrah System One, 188-189

Kilrah System Three, 192-193

Kilrah System Two, 190-191



Locanda Sector One, 132-133

Locanda Sector Three, 136-137

Locanda Sector Two, 134-135

Loki VI One, 162-163

Loki VI Three, 166-167

Loki VI Two, 164-165

Orsini Sector Four, 124-125

Orsini Sector One, 118-119

Orsini Sector Three, 122-123

Orsini Sector Two, 120-121

possible endings, 113-114

Proxima Sector One, 212-213

Proxima Sector Two, 214-215

selecting (cheating), 217-218

surface (3DO), 101

Tamayo Sector One

losing path, 194-195

winning path, 126-127

Tamayo Sector Three

losing path, 198-199

winning path, 130-131

Tamayo Sector Two

losing path, 196-197

winning path, 128-129

Torgo System One, 156-157

Torgo System Three, 160-161

Torgo System Two, 158-159

winning/losing paths, 116-117

morale, affected by conversations on

TCS Victory, 111-112

mouse shortcuts

Afterburners, 16

Decrease Speed, 16

Fire Guns, 40

Fire Missiles, 44

Increase Speed, 15

Rolling, 20

movies, playing (cheating), 218

N-O

nav points, flying between

automatically, 18

manually, 22

navigation with 3D maps (3DO), 98-99

object camera, 21

opening maps (3DO), 98

orange ships (radar screen), 11, 95

Orsini Sector Four mission, 124-125

Orsini Sector One mission, 118-119

Orsini Sector Three mission, 122-123

Orsini Sector Two mission, 120-121

outer ring (shields), displaying, 9-10

P-Q

Paktahn (Kilrathi)

fighter description, 78-79

tactical analysis, 79

pilot communications, 10, 14-15

Pilum Friend-or-Foe (FF) missiles,

statistics, 34, 42

playing movies (cheating), 218

positions in relation to ground,

displaying, 12

power

distribution (3DO), 100

distribution levels

adjusting, 12-13

displaying, 11

Gun Power Gauge, 12

3DO, 95

Power Distribution Screen, 12-13

Proxima Sector One mission, 212-213

Proxima Sector Two mission, 214-215

R

radar screen, 11

3DO, 95

radio silence, keeping/lifting, 15, 94

rear quarter, viewing, 10

rear view, 21

red ships (radar screen), 11, 95

requesting

clearance to land, 94

help, 14, 93

status, 14, 95

returning to base, ordering wingman, 15, 95

Right Video Display Unit, 11

3DO, 95

right view, 21

role-playing guidelines, 112

rolling, 20

3DO, 99

rotating maps (3DO), 99

S

salvos of missiles, arming full, 43

screens (radar), 11

3DO, 95

shaking Kilrathi fighters, 66

Shelton Slide tactic, 19-20

shields (outer ring), displaying, 9-10

ship (Blair's)

invulnerable, 219

status, 58

silence (radio), keeping/lifting, 15, 94

simulators, 109

Skipper missiles (Kilrathi), 68

smart targeting, toggling on/off, 38



INDEX

Sorthak (Kilrathi), tactical analysis,
80-81

speed

current, 12

3DO, 96-97

cutting to zero, 17

decreasing, 16

full, 16

increasing, 15

with afterburners, 16

matching speed of targets, 17

Spiculum Image Recognition (IR)
missiles, statistics, 34, 42

starbases (Kilrathi), statistics, 87

status, requesting, 14, 95

stopping (killing thrust), 17

Strakha (Kilrathi)

fighter description, 75-76

tactical analysis, 76-77

subtitles in international
languages, 219

supply depots (Kilrathi), statistics, 87

surface missions (3DO), 101

switching guns, 38, 101

system flags (cheating), 219

T-U

T-Bomb (Temblor Bomb) missiles,
statistics, 43

tactical analysis

Arrow, 24

Excalibur, 28-29

Hellcat V, 26

Kilrathi

Asteroid fighter, 81-82

Bloodfang, 82-83

capital ships, 84-89

Darket, 70

Dralthi IV, 72

Dreadnought, 89

Ekapshi, 83-84

Paktahn, 79

Sorthak, 80-81

Strakha, 76-77

Vaktoth, 74

Longbow Bomber, 32

Thunderbolt VII, 30

tactics

attacking ground installations, 89-90

dropping decoys, 46, 68

engaging Kilrathi, 68-69

evading missiles, 65-66

firing

guns, 61

missiles, 62

Hart (Colonel Winfield T.)

memoirs, 57

liftoff checklist, 59-60

rolling, 20

3DO, 99

shaking Kilrathi fighters, 66

Shelton Slide tactic, 19-20

ship status, 58

Skipper missiles (Kilrathi), 68

taunting Kilrathi fighters, 65

torpedo runs, 66-67

weapons (3DO), 104

weapons power, 58-59

wingmen, 63-64

withdrawal, 63

takeoffs

3DO, 100

automatic, 17

liftoff checklist, 59-60

talking, keeping/lifting silence, 15, 94

Tamayo Sector One mission

losing path, 194-195

winning path, 126-127

Tamayo Sector Three mission

losing path, 198-199

winning path, 130-131

Tamayo Sector Two mission

losing path, 196-197

winning path, 128-129

targeting scope (firing crosshair), 35
targets

locking and engaging ITTS, 37

matching speed of, 17

setting/changing, 36

3DO, 101

smart targeting, toggling on/off, 38

victim camera, 21

taunting Kilrathi fighters, 15, 65, 94

TCS Victory

conversations, 105-106

effects on morale, 111-112

locations, 107-111

Temblor Bomb (T-Bomb) missiles,
statistics, 43

thrust, killing, 17

Thunderbolt VII fighter

cockpit control surface, 9

fighter description, 29-30

tactical analysis, 30

toggle track camera, 21

Torgo System One mission, 156-157

Torgo System Three mission, 160-161

Torgo System Two mission, 158-159



torpedo missiles
 statistics, 34, 43
 torpedo runs, 66-67
 transports (Kilrathi), statistics, 89
 turrets (targeted), changing, 36-37

V

Vagabond, strengths/weaknesses, 55
 Vaktoth (Kilrathi)
 fighter description, 73-74
 tactical analysis, 74
 Vampire missiles (3DO), 104
 Vaquero, strengths/weaknesses, 54
 veteran pilots
 Asteroid fighter (Kilrathi), 81-82
 attacking ground installations, 89-90
 auto-tracking fire control, 41
 Bloodfang (Kilrathi), 82-83
 capital ships (Kilrathi), 84-89
 cloaking, 44-45
 Dreadnought (Kilrathi), 89
 dropping decoys for missiles, 45-46
 Ekapshi (Kilrathi), 83-84
 gun statistics, 39
 Jump Fighters, 19
 manually flying between nav
 points, 22
 missile statistics, 42-43
 victim camera, 21
 Video Display Units
 Left, 9-11
 3DO, 92-95
 Right, 11
 3DO, 95

W

weapons
 3DO, 101-104
 power, 58-59
 statistics, 33-34
 targeting scope (firing crosshair), 35
 weapons loads, displaying, 10
see also guns; missiles
 white crosses (radar screen), 11, 95
 wingmen, 48
 Cobra, 51
 communications, 14-15
 Flash, 52
 Flint, 53
 Hobbes, 50
 Maniac, 49
 tactics, 63-64
 Vagabond, 55
 Vaquero, 54
 winning paths, 116-117
 withdrawal (tactical), 63

X-Z

yellow dots (radar screen), 11, 95
 zooming in or out
 camera views, 22
 of maps (3DO), 99

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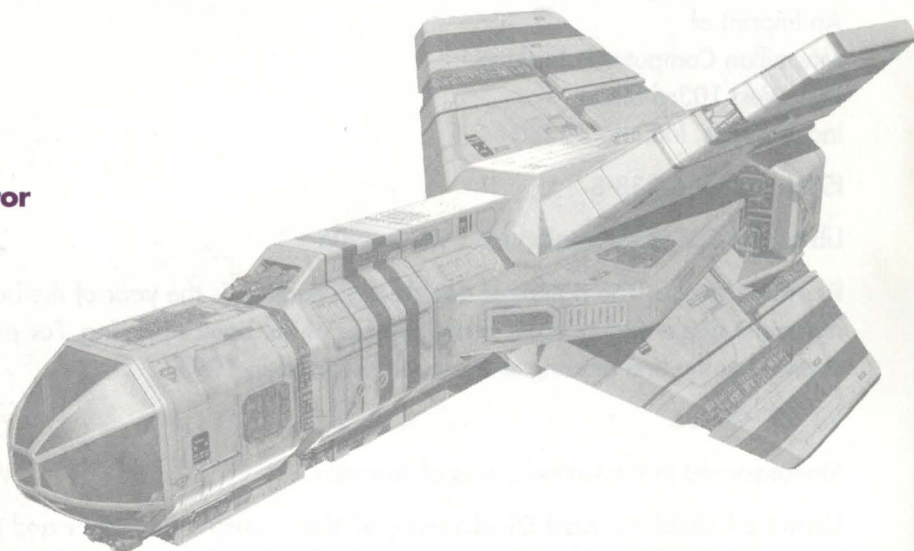
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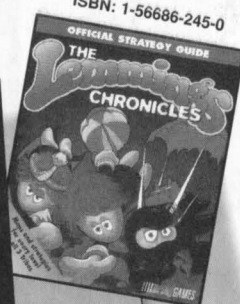
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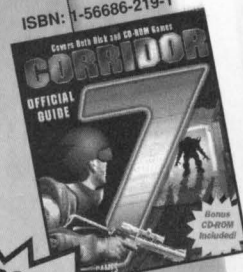
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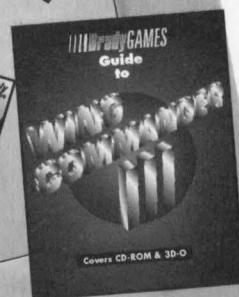
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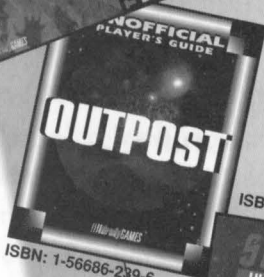


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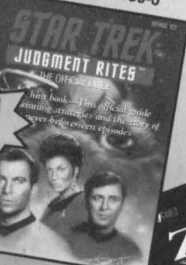
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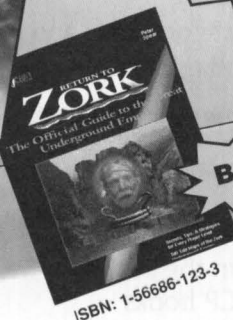
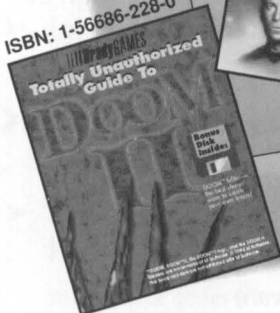


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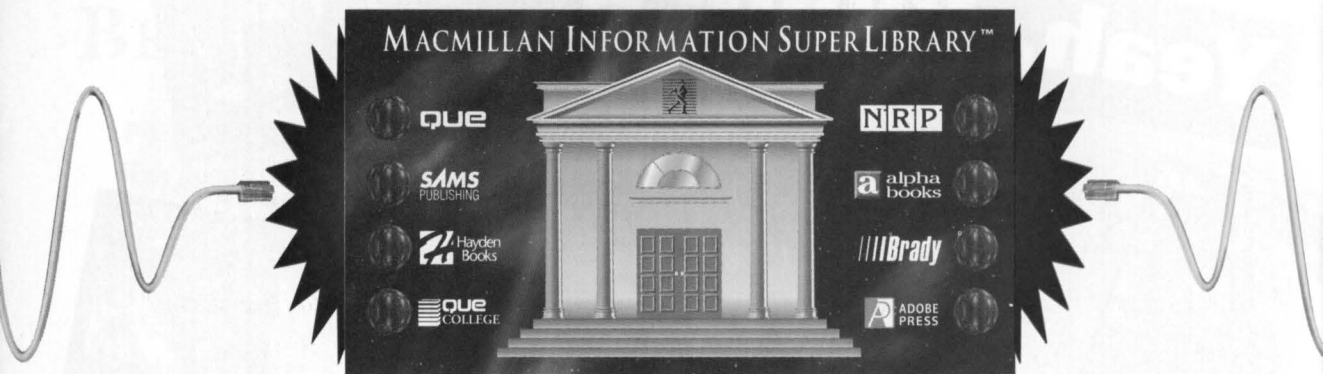
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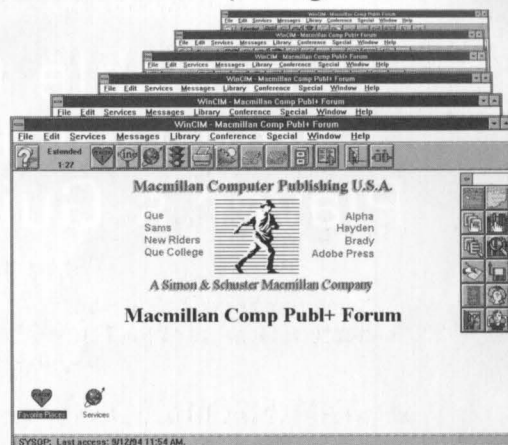
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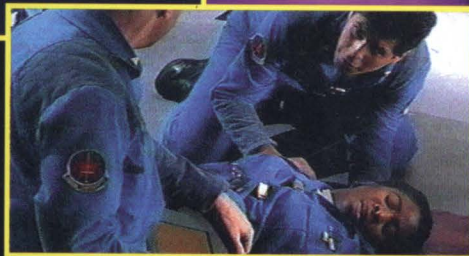
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